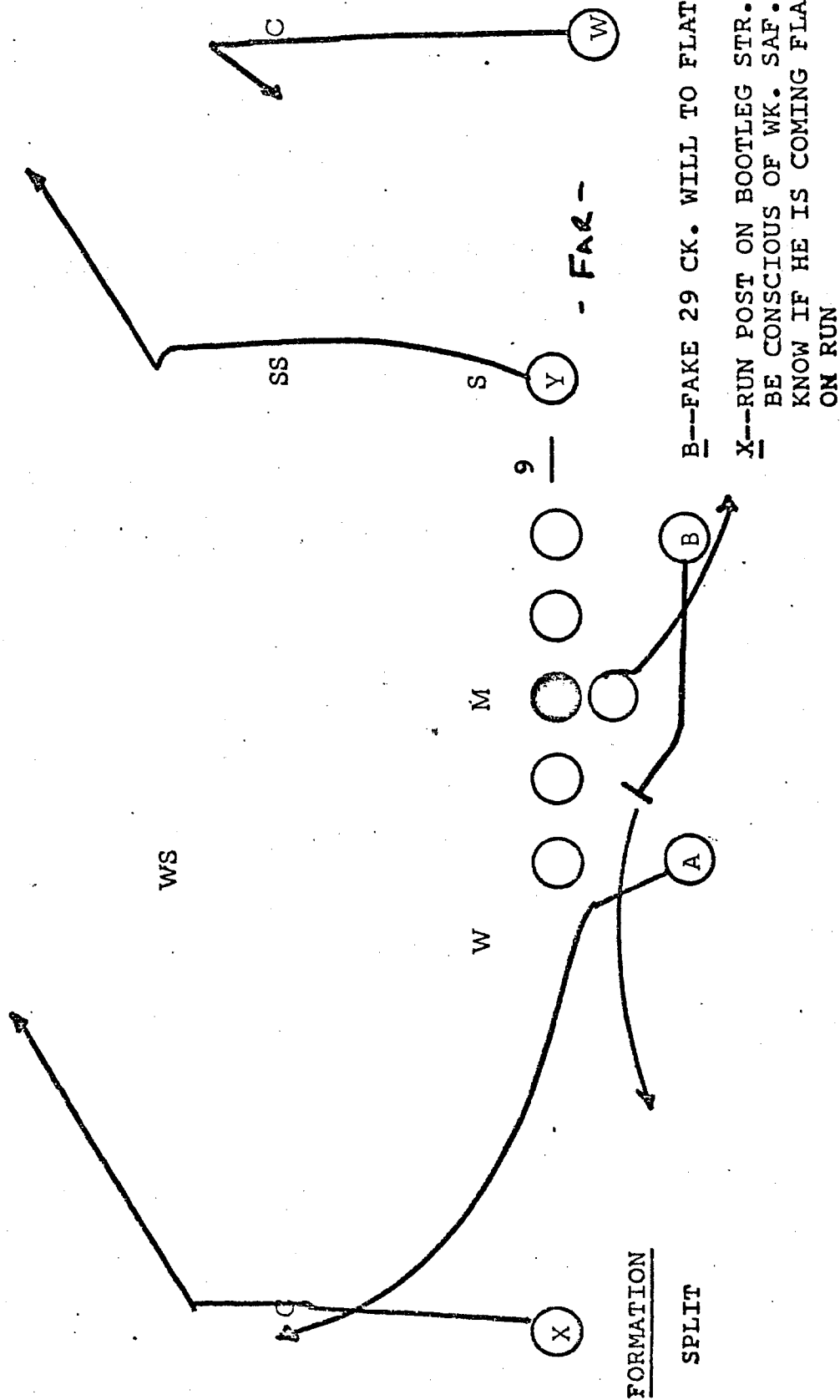


**1969
WASHINGTON
REDSKINS
PASSING GAME
PLAYBOOK**

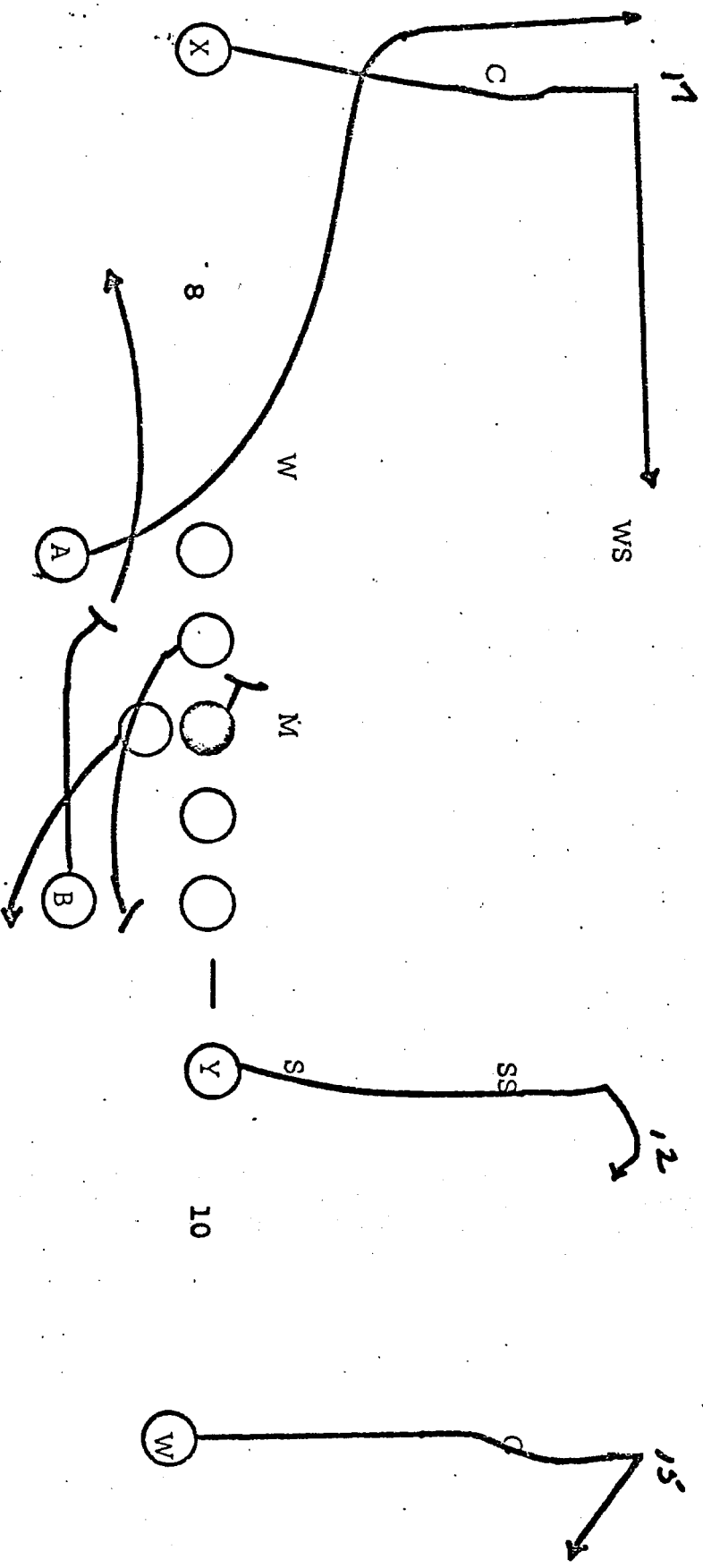


Head Coach: Vince Lombardi

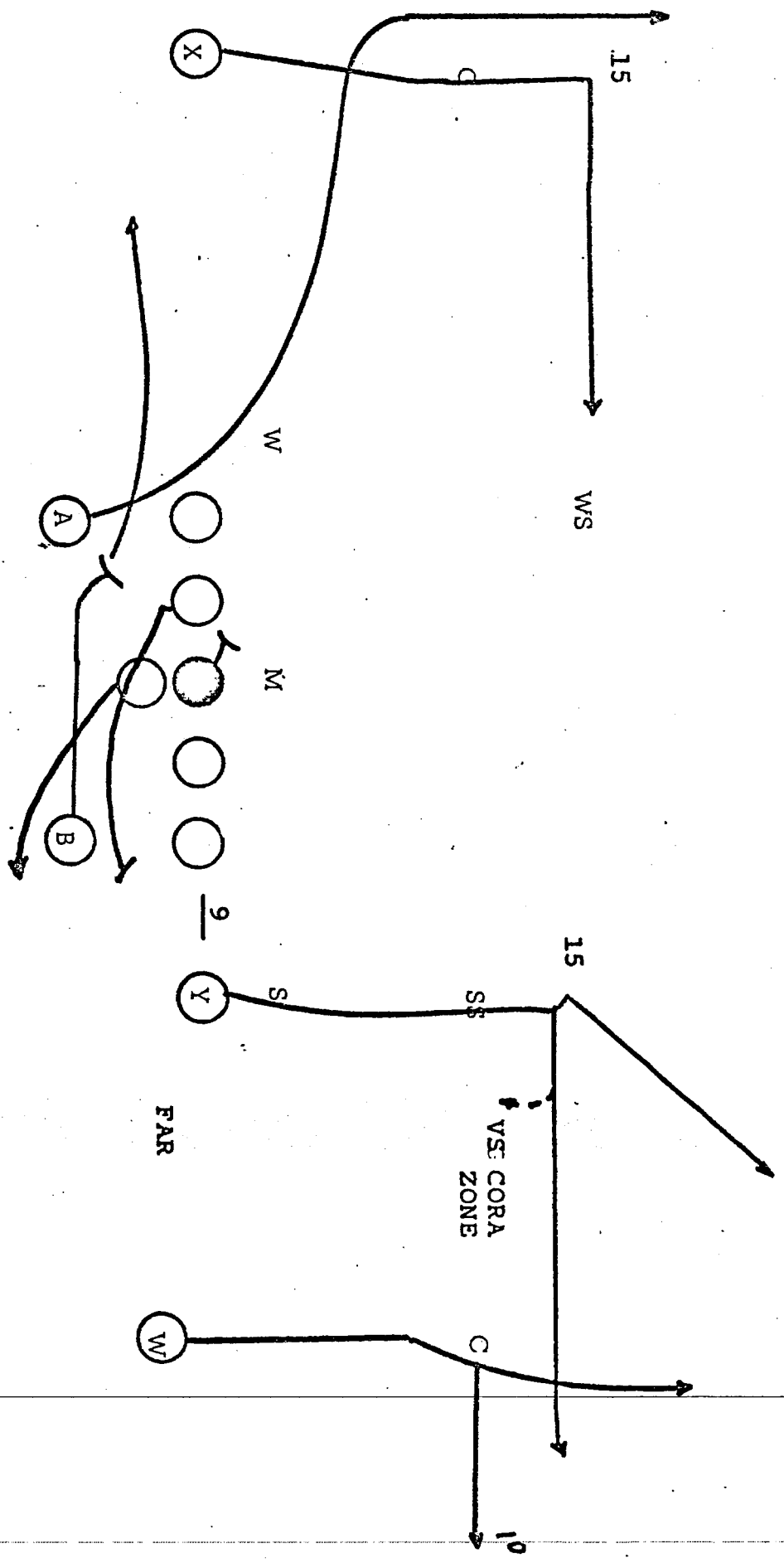
BOOTLEG RT. 4 X SWITCH



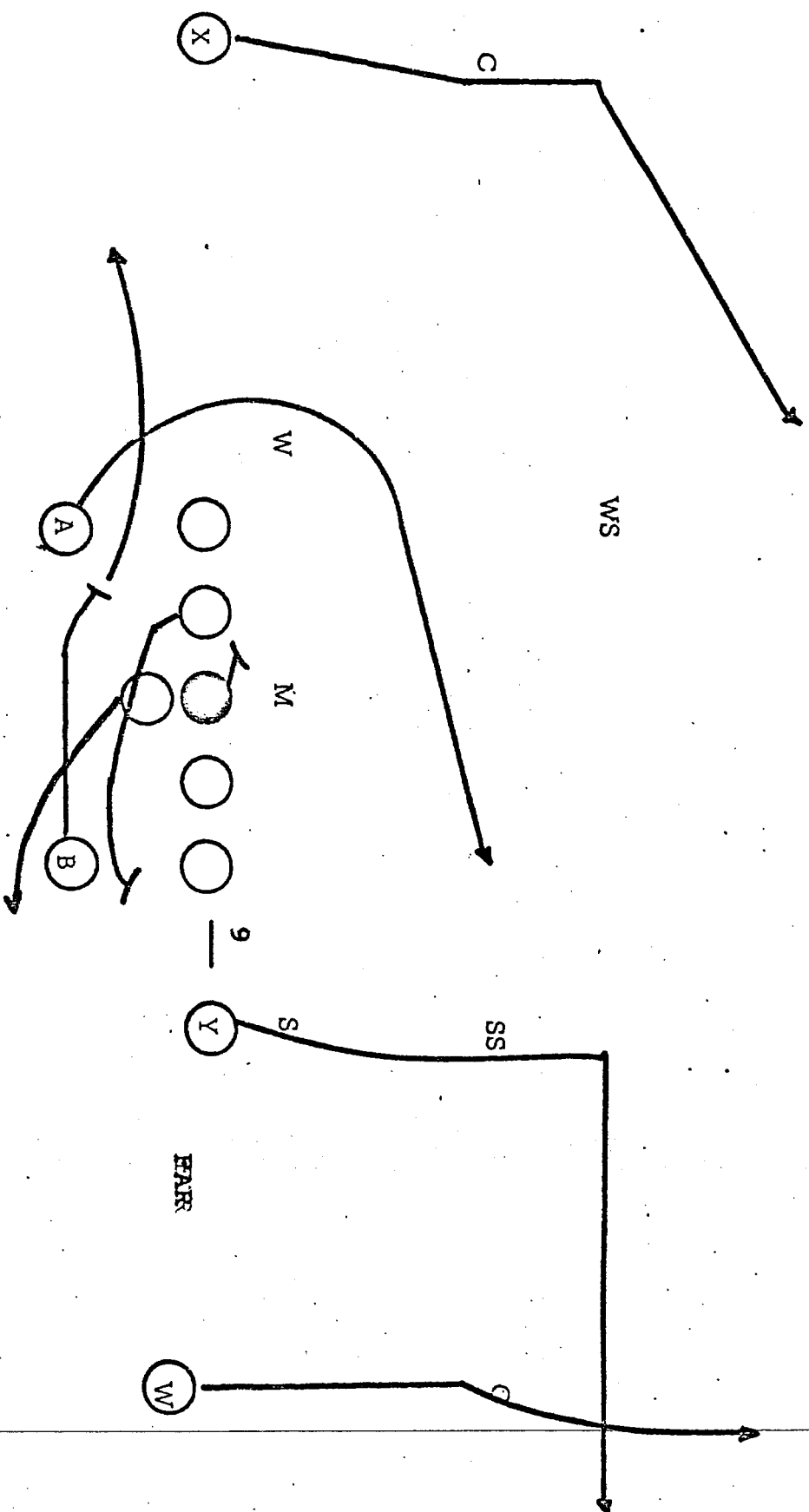
BOOTLEG RT. 1 PASS

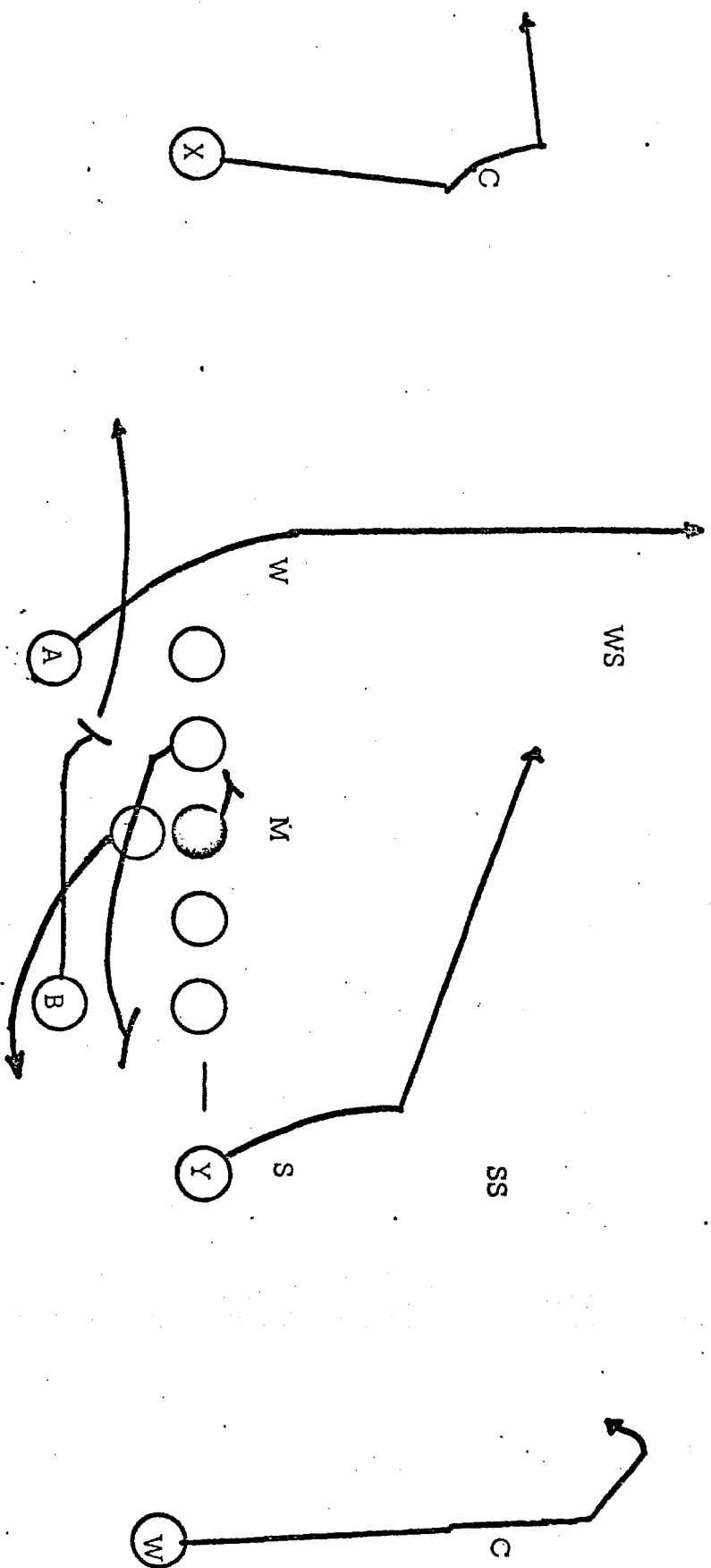


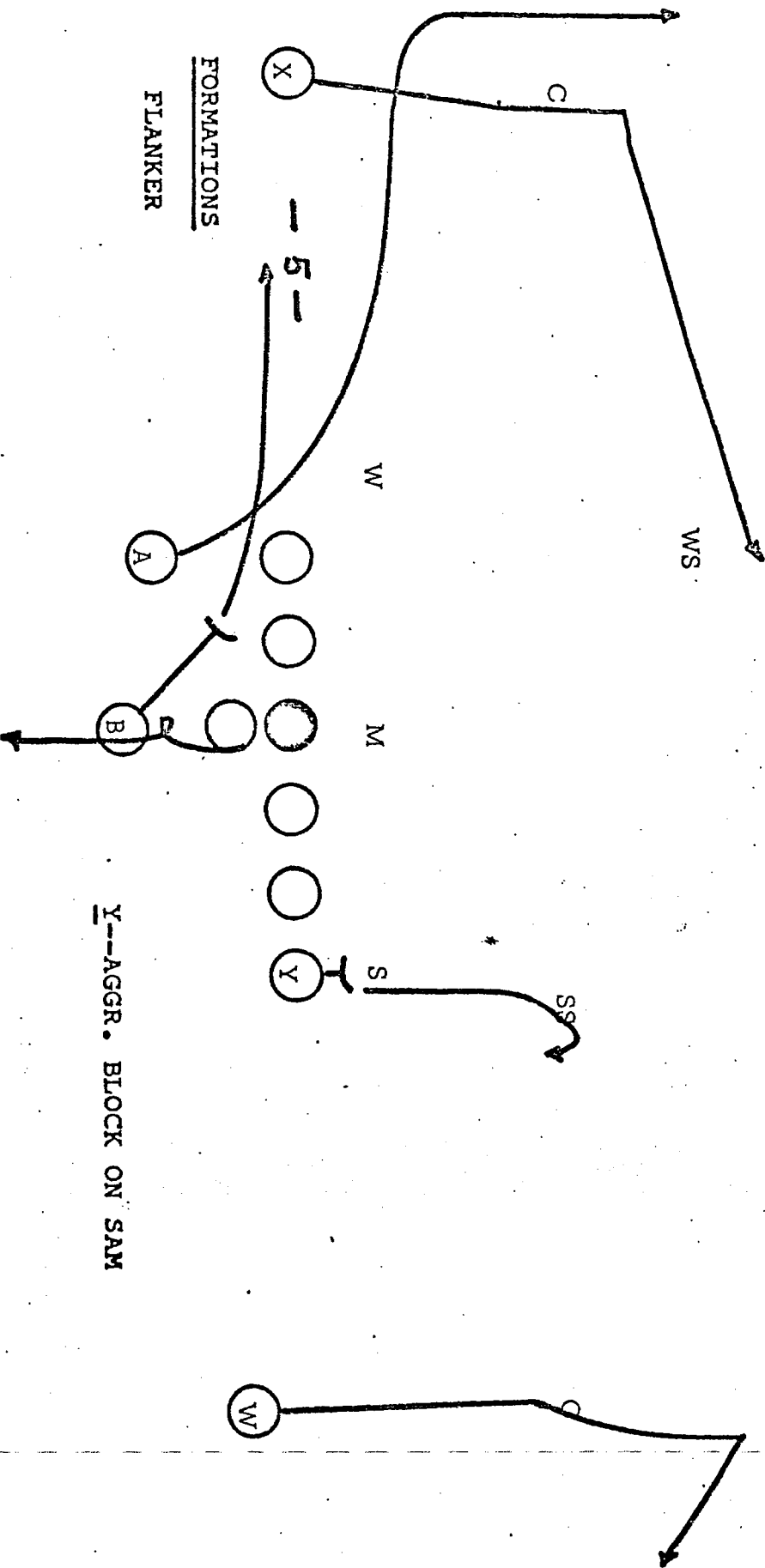
BOOTLEG RT. 7 PASS
9 PASS



BOOTLEG RT. 7 PASS A CIRCLE



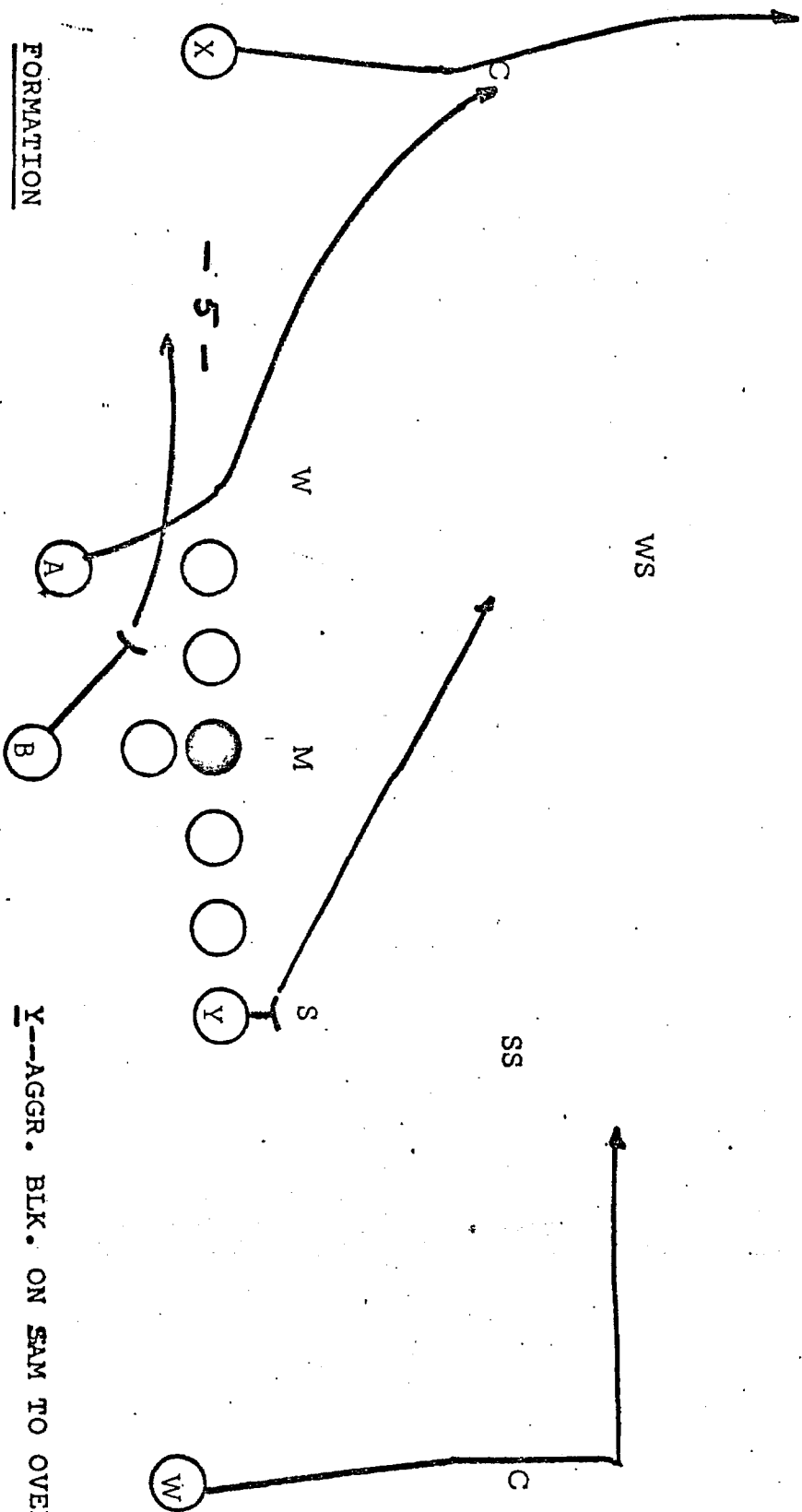




FORMATIONS
FLANKER

Y--AGGR. BLOCK ON SAM

PLAY PASS 35 X GO A TRAIL



FORMATION

FLANKER

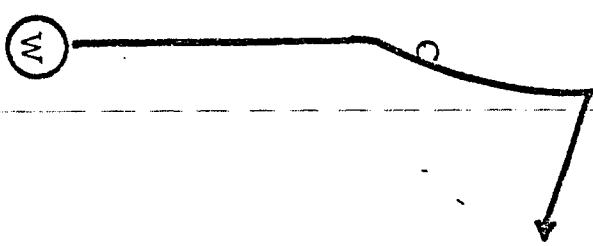
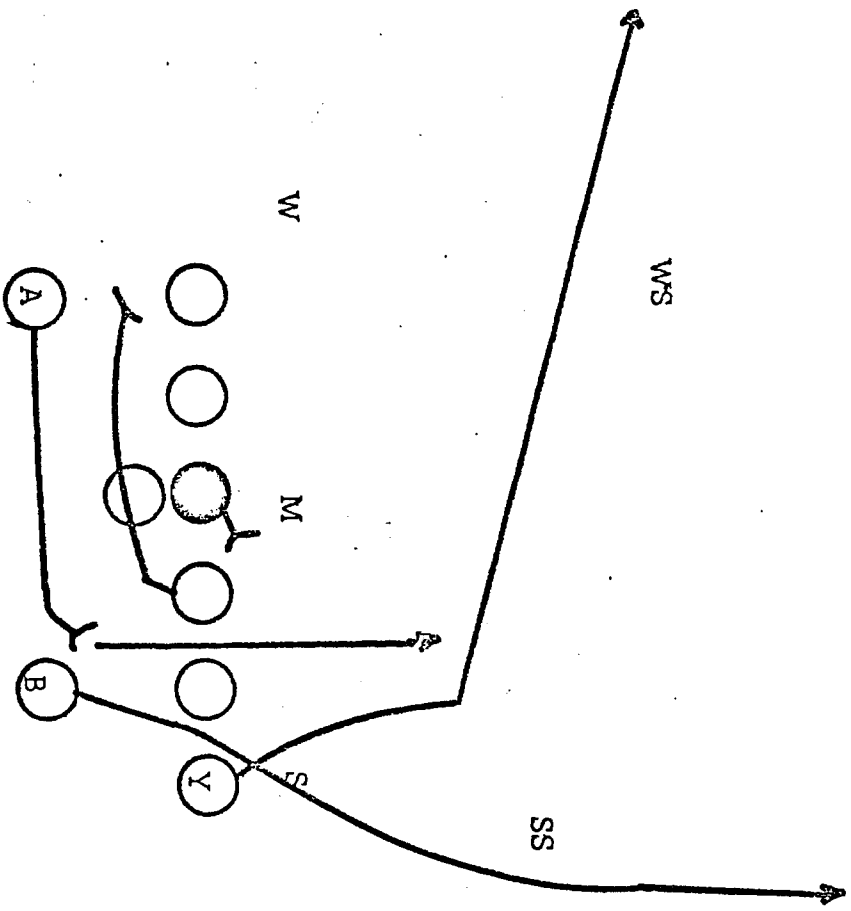
Y--AGGR. BLK. ON SAM TO OVER

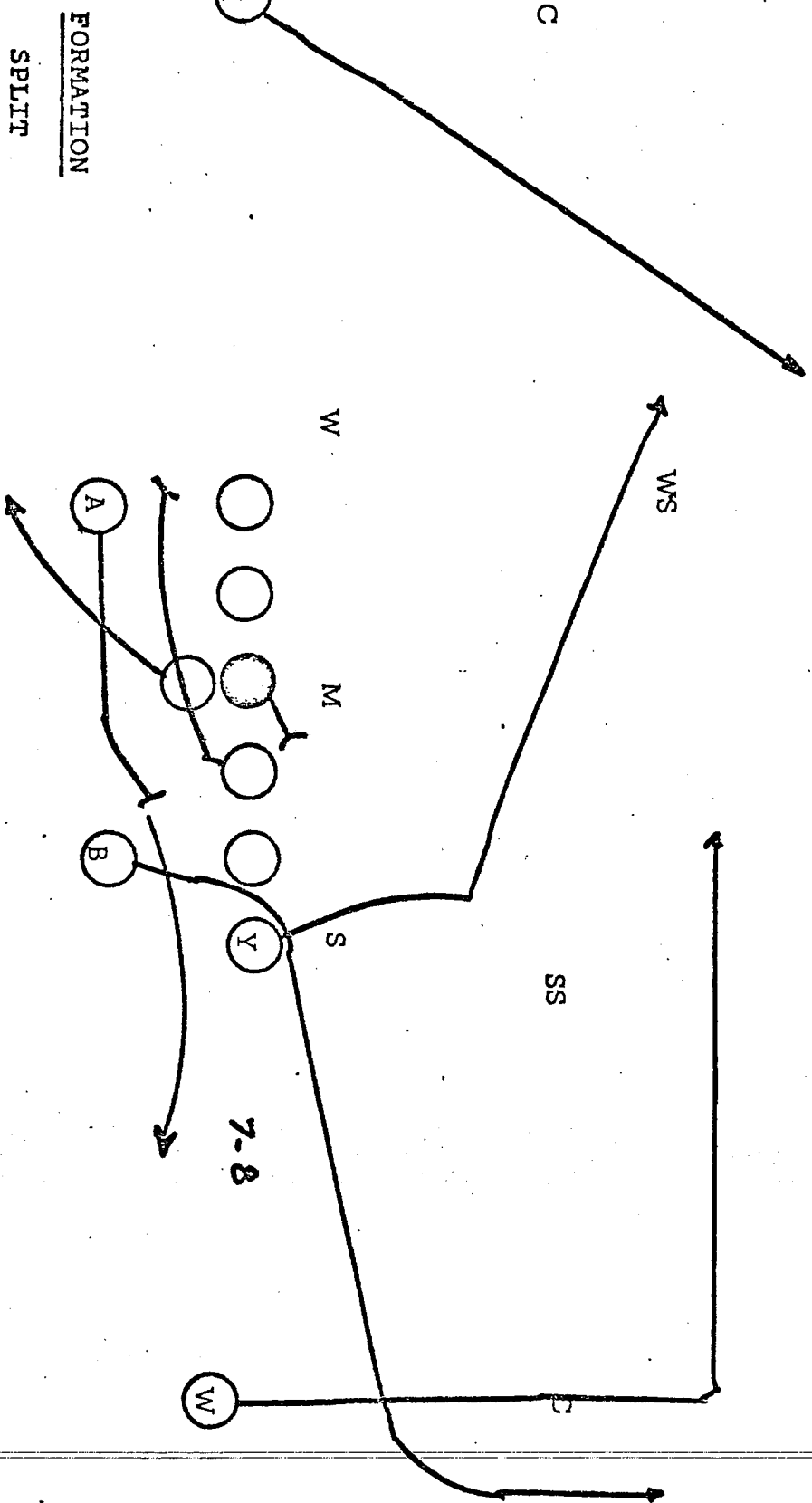
B--GOOD 35 FAKE PICK UP WILL IF HE
BLITZ'S, NO BLITZ LEAK TO FLAT.



FORMATION

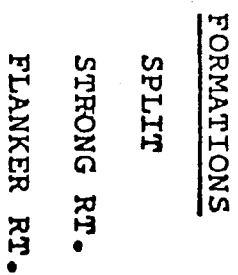
SPLIT RT.



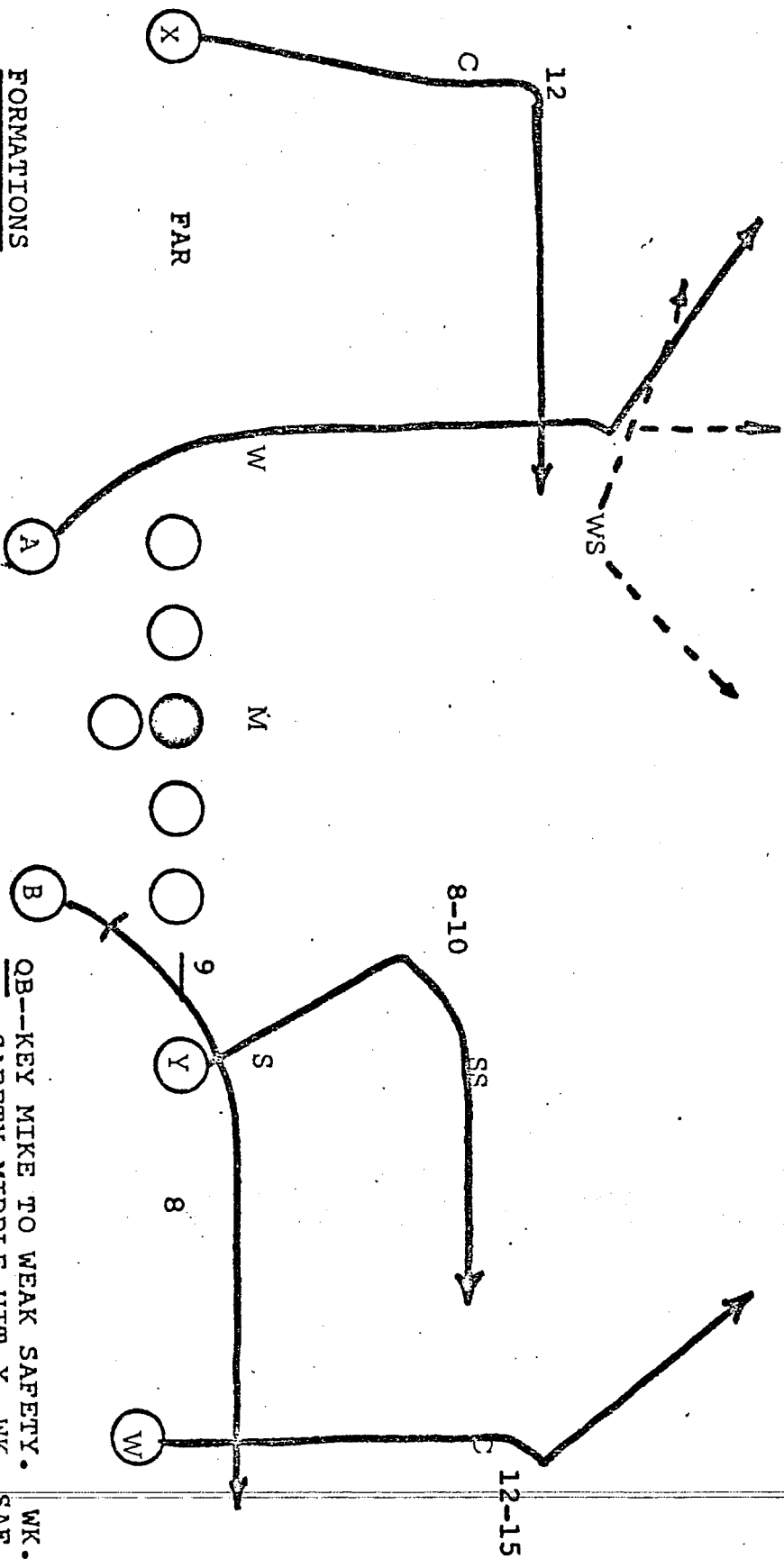


FORMATION

SPLIT



QB. BE AWARE OF Y COMING ACROSS.
B ON BOOTLEGS IF NO ONE COVERS YOU
LT IT BE KNOWN.
A COME ACROSS HARD AS ON 28 FAKE
CK. SAM TO FLAT.



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

NOTE

GOOD VS KEY, COMBINATION, FREE

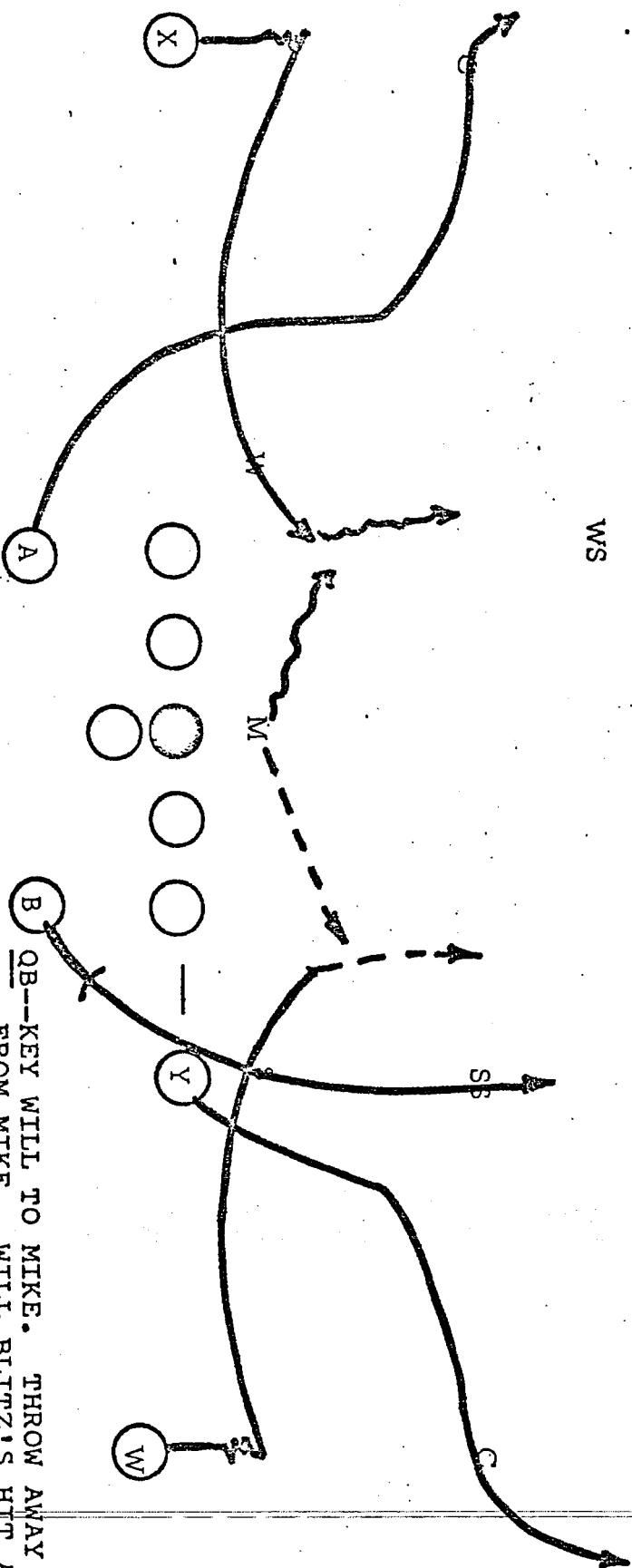
B-SAM TO FLAT.

Y--LOOK IN TO DRAG.

WING--ZIG IN.

X--DRIVE DELAY TO LET A BACK CLEAR
-- AREA.

WS



QB--KEY WILL TO MIKE. THROW AWAY
FROM MIKE. WILL BLITZ'S HIT A ON
A OK. FLAT.

B--SAM TO UP.

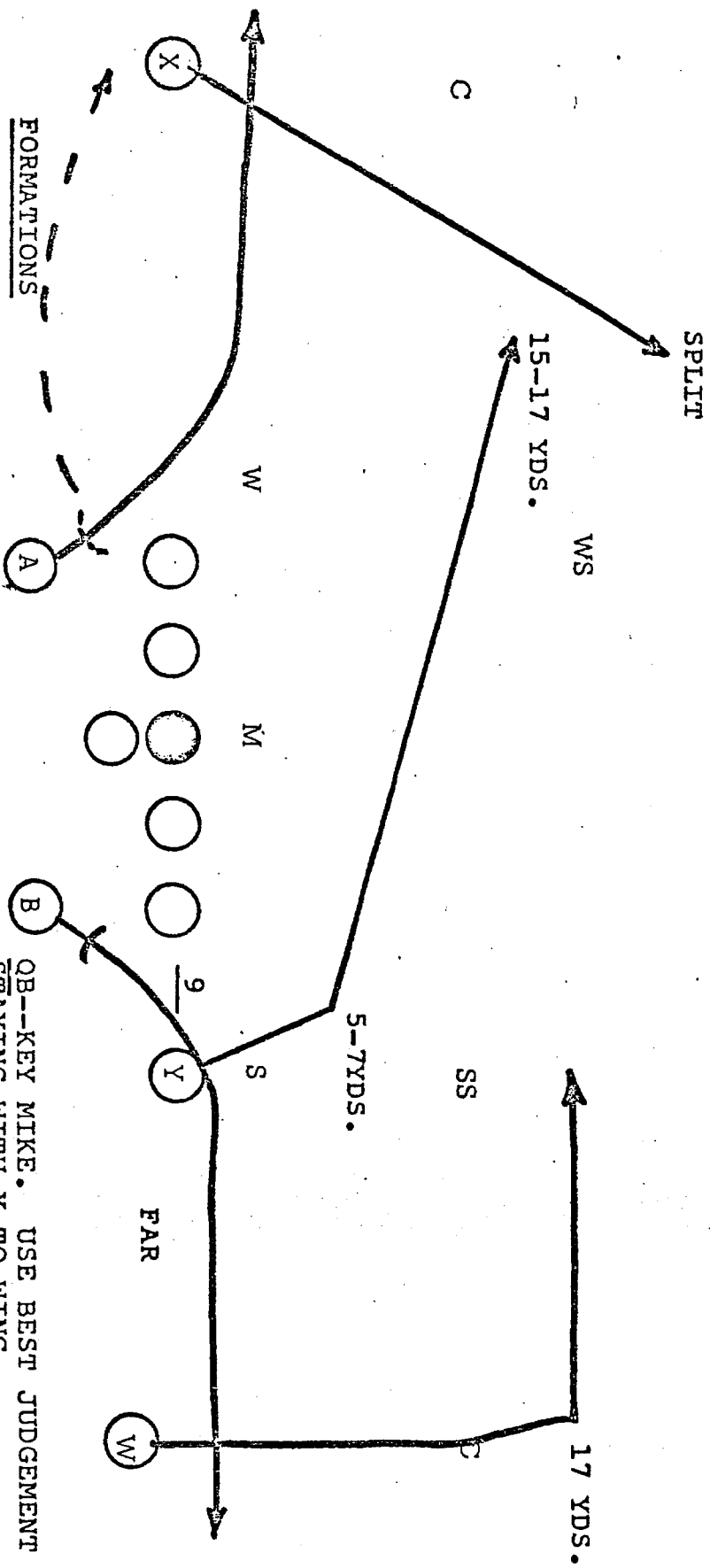
A--SCREEN WEAK CORNER TO CORNER.
WILL BLITZ RUN QUICK FLAT.

X--KEY WILL, WILL BLITZ'S RUN SLANT.
-- NO BLITZ RUN STUTTER.

Y--SCREEN STRONG CORNER RUN GO.

WING-DEEPEN A YARD AND HALF, RUN STUTTER.

BACKS DIVIDE CROSS WING CENTER



FLANKER
DOUBLE WING (SPLIT & FLANKER)
PEEL (MOTION WEAK) • EXCELLENT ACTION •

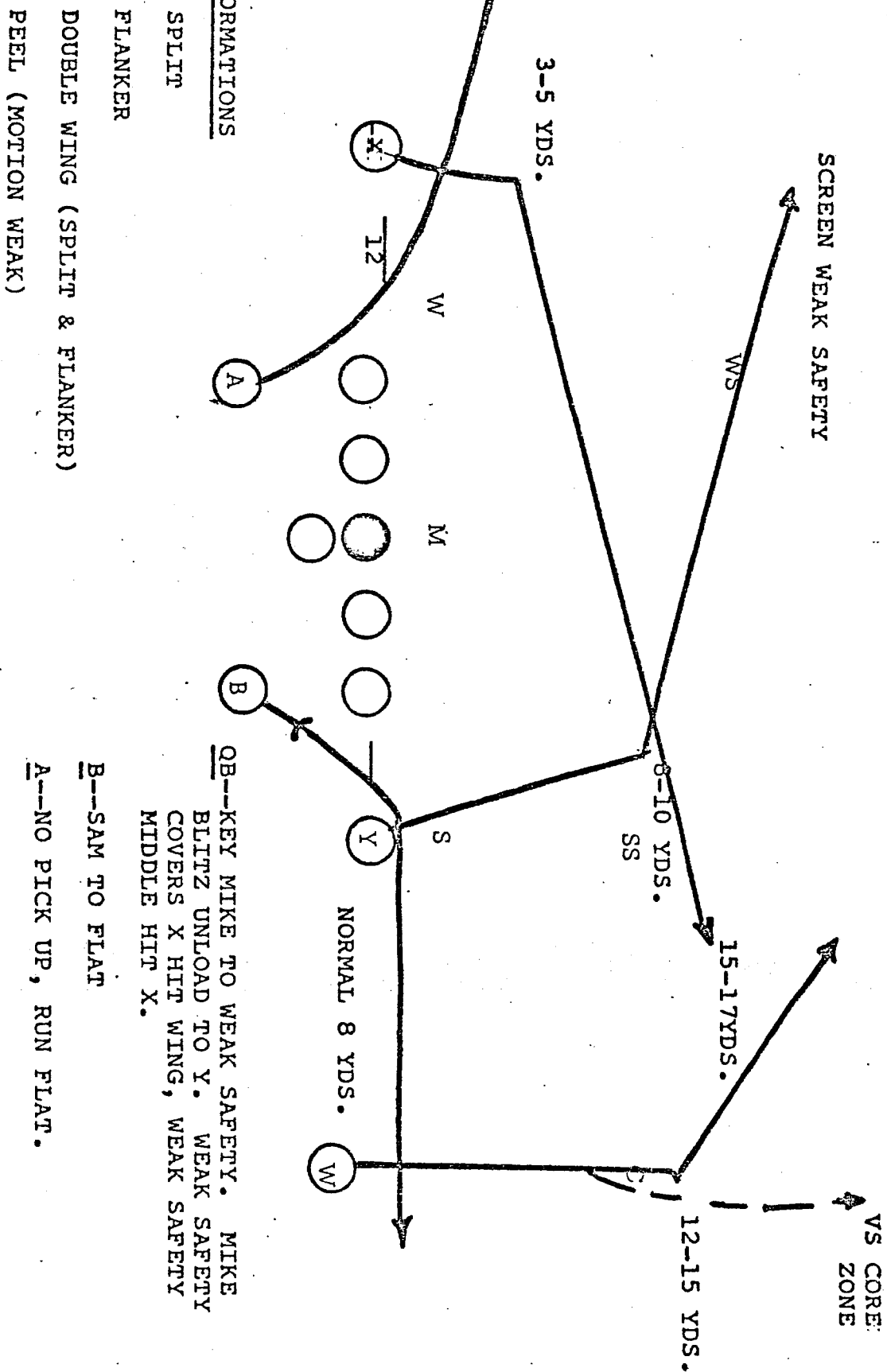
QB--KEY MIKE. USE BEST JUDGEMENT ON STAYING WITH Y TO WING.

B--SAM TO FLAT.

A--NO PICK UP, RUN FLAT TO TAKE WIL
OUT OR WEAK SAFETY. C.P., MAY RUN
DELAY WIDE WITH NO BLITZ RESPONSIB-
ILITY.

Y--MIKE GOES WITH YOU DEEPEN ROUTE,
OTHERWISE AVOID HIM.
WING---VS CORE ZONE GO OUTSIDE DHB TO
CENTER.

BACKS DIVIDE DOUBLE CROSS WING POST



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL (MOTION WEAK)

QB--KEY MIKE TO WEAK SAFETY. MIKE BLITZ UNLOAD TO Y. WEAK SAFETY COVERS X HIT WING, WEAK SAFETY MIDDLE HIT X.

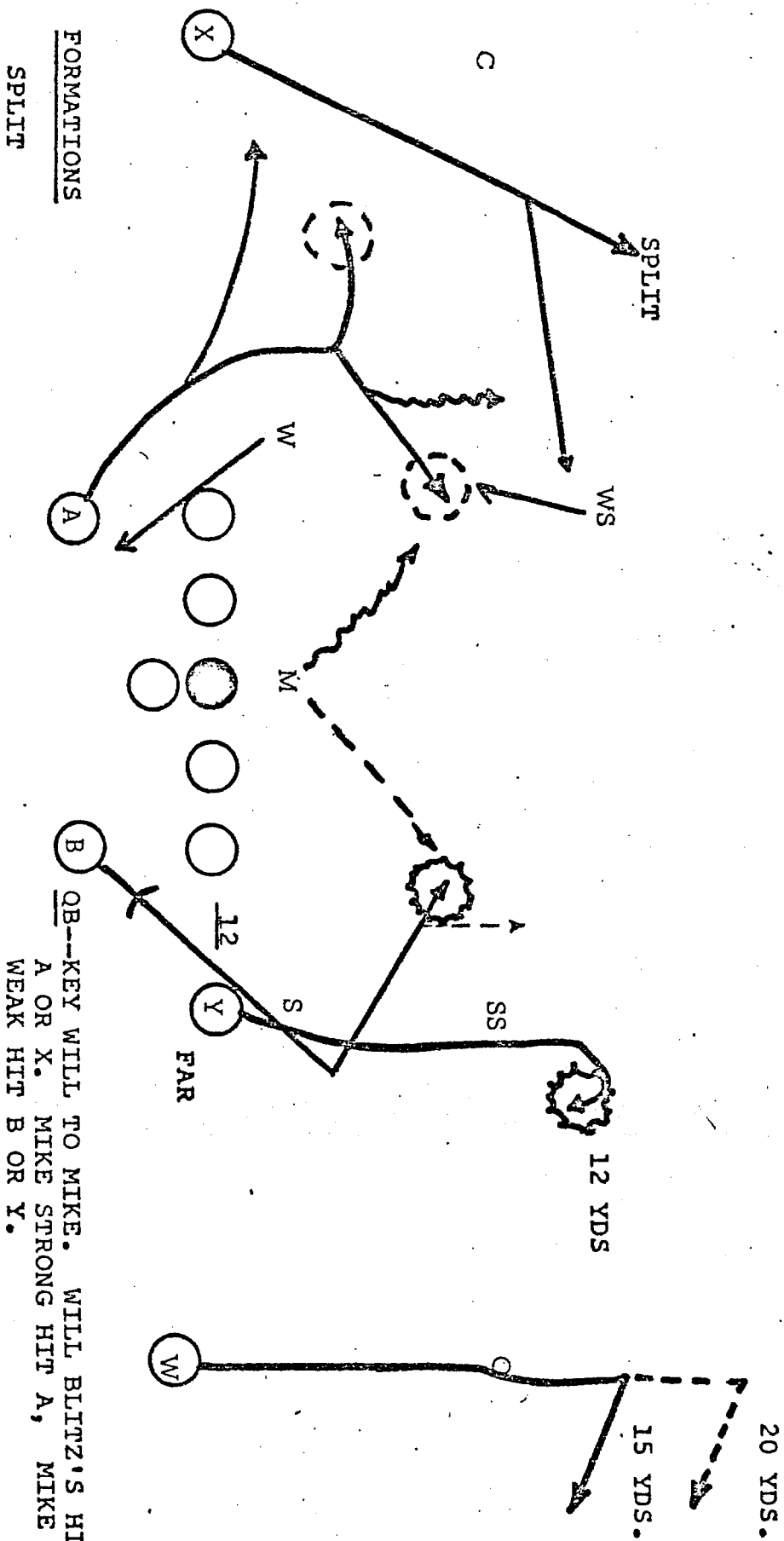
B--SAM TO FLAT

A--NO PICK UP, RUN FLAT.

WING--RUN POST. VS CORE ZONE RUN FLY.

X--CLEAR WILL AND MIKE IF HE COMES YOUR WAY, GAIN DEPTH AS YOU COME ACROSS. DEEPEN MORE IF MIKE GOES SAME DIRECTION.

SWING A & B ANGLE



SPLIT

NOTE (ALTERNATE ROUTES)

1 PASS STRONG BETTER FOR CORE ZONE.

Y QUICK DRAG WING TURN IN BETTER FOR SALLY ZONE.

QB--KEY WILL TO MIKE. WILL BLITZ'S HIT A OR X. MIKE STRONG HIT A, MIKE WEAK HIT B OR Y.

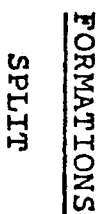
B--SAM TO ANGLE. MIKE COMES TO YOU RUN UP. SAM WIDENS YOU WIDEN.

A--OPTION ON WILL. WILL BLITZ'S RUN QUICK FLAT. MIKE COMES YOUR WAY RUN UP.

Y--HAS OPTION ON SAFETY. TURN IN OR OUT.

X--RUN SPLIT KEYING WEAK SAFETY. WEAK SAFETY COVERS A RUN QUICK POST.

WING---VS CORE ZONE RELEASE OUT OF OF STRONG CORNER TO DEEP CO. K.



FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL (X LOOSE) (MOTION WEAK)

QB--WEAK SAFETY TO WILL. MUST UNLOAD
TO Y IF MIKE BLITZ'S, OR GOES AWAY
HE CAN UNLOAD. WEAK SAF. STAYS WITH
A HIT Y.
B--SAM TO FLAT.

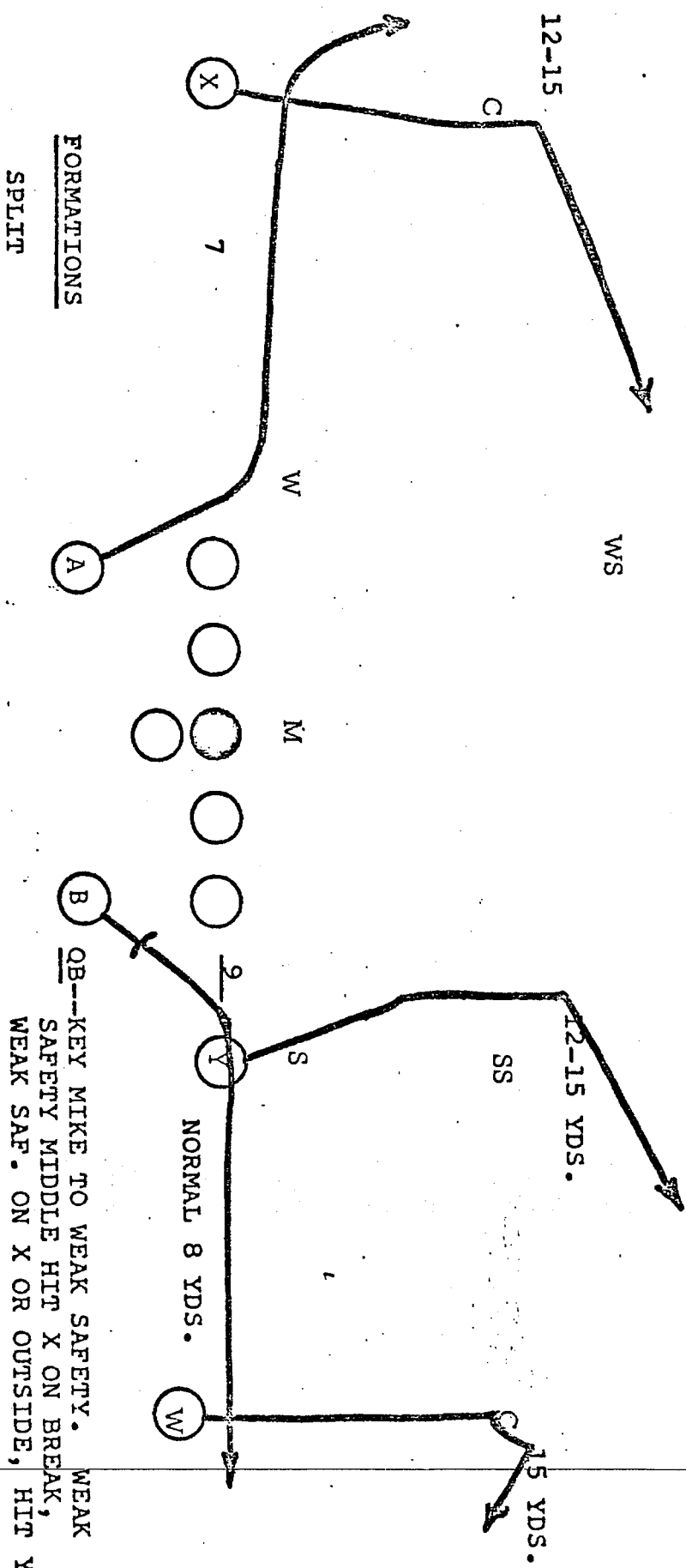
A+-WEAK SAFETY MIDDLE DEEPEN ROUTE
AND RUN ON WILL. OPTION TO STOP.

X--GO PATTERN. LOOK FOR BALL AS SOON
AS YOUR EYES WITH CORNER.

Y--LOOK FOR UNLOAD TO POST. RUN GO
VS ZONE.

WING--VS CORE ZONE GO INSEDE CORNER TO
CENTER.

BACKS DIVIDE 96 (RIGHT FORMATION)
86 (LEFT FROMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

••NOTE--CAN BE CALLED SWING 6.

QB--MUST KEY WILL TO WEAK SAFETY

A--QUICK FLAT IF WILL BLITZ'S.

••••NOTE--GOOD VS COMBINATION COVERAGE,
 SLOT ZONE, FREE SAFETY.

B--SAM TO FLAT

A--TAKE WILL OR WEAK SAFETY OUT OF

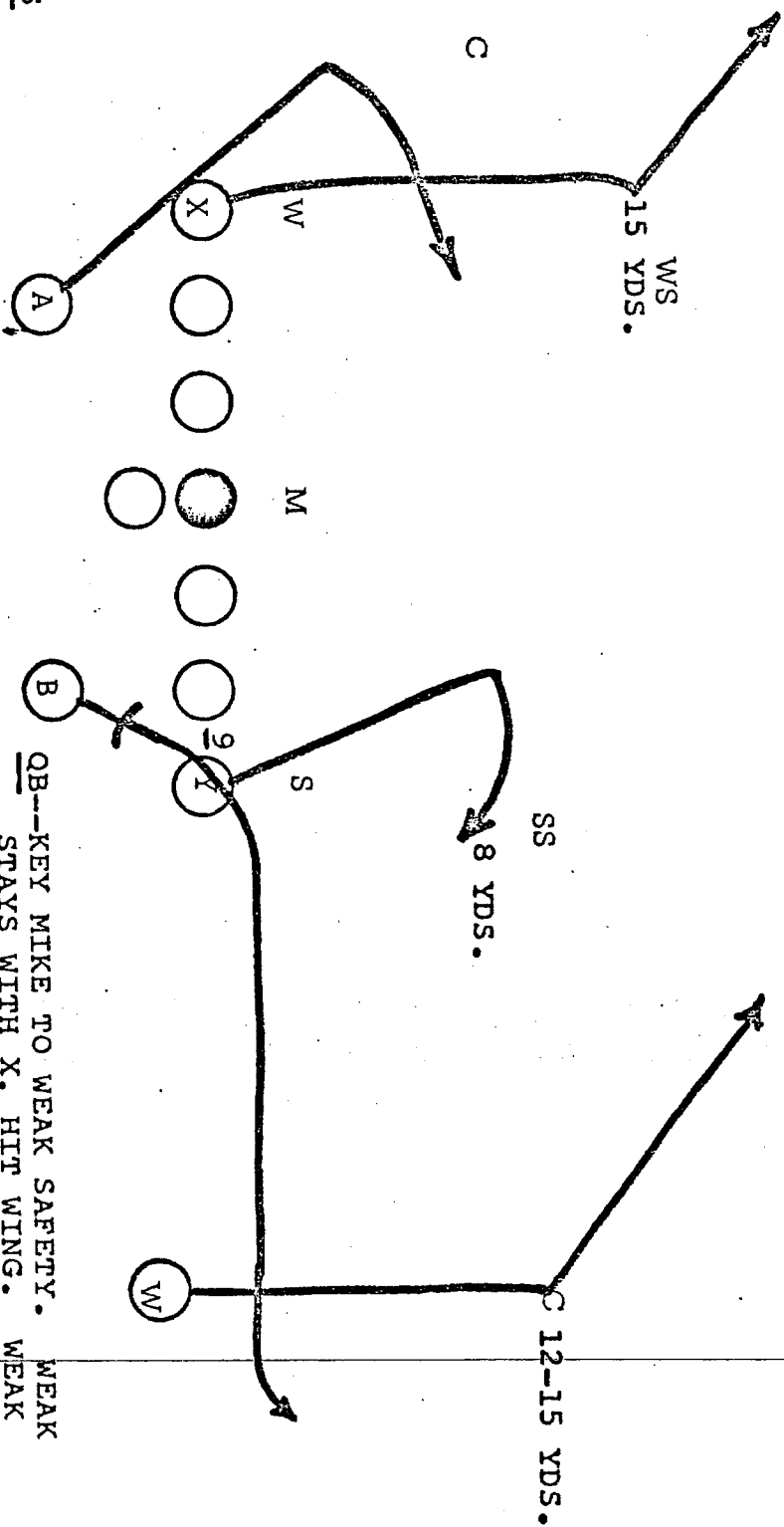
X ROUTE, RUN FLAT 4 YDS. UPFIELD.
 RUN QUICKER IF WILL BLITZ'S.

Y--LOOK FOR UNLOAD AT ALL TIMES TO
 CORNER. VS ZONE RUN GO.

WING--VS CORE ZONE RUN DEEPER TURN IN.

X--KEY WEAK SAFETY, BREAK LATE OR QK.
 ON HIS DEPTH.

BACKS DIVIDE 94 LOOSE SWITCH (RIGHT FORMATION)
84 LOOSE SWITCH (LEFT FORMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

QB--KEY MIKE TO WEAK SAFETY. WEAK STAYS WITH X, HIT WING. WEAK SAFETY MIDDLE, HIT A. MUST UNLOAD TO Y IF MIKE BLITZ'S.

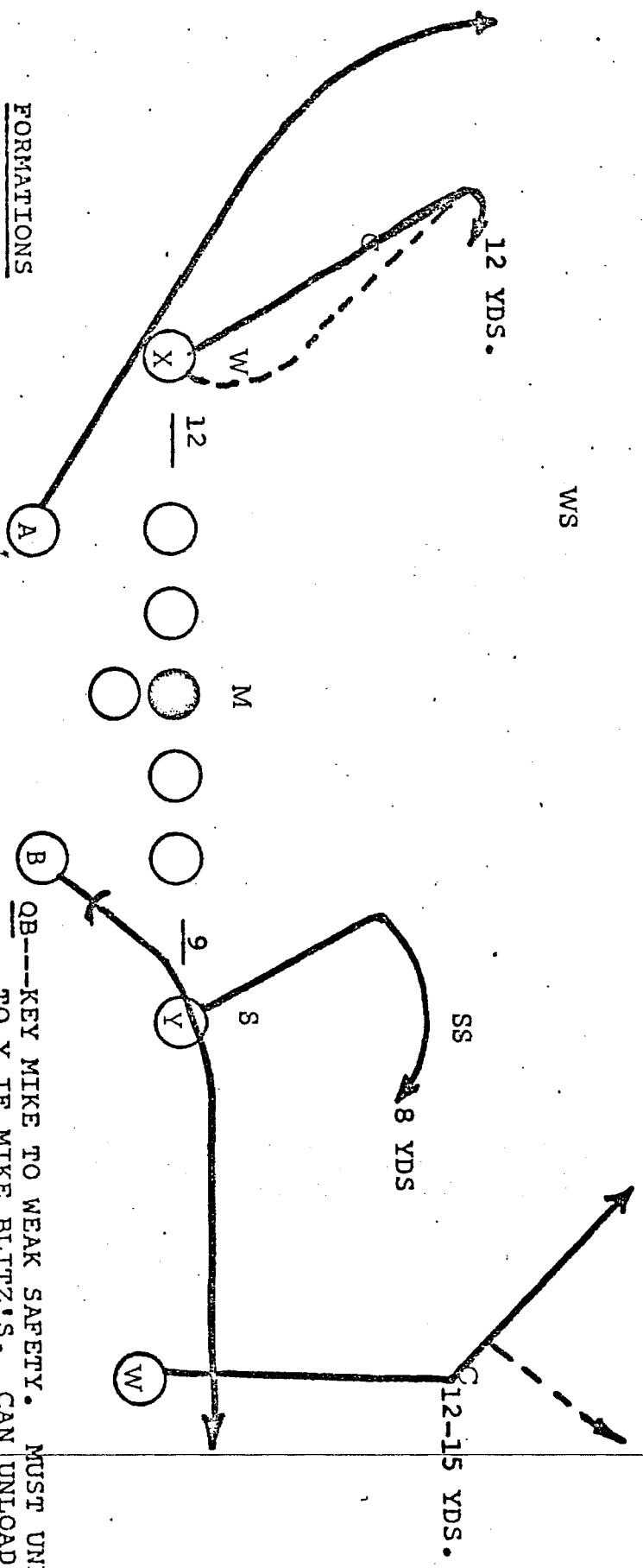
B--SAM TO FLAT.

A--RUN ANGLE ON WILL. LOOK FOR BALL ON BREAK.

Y--LOOK FOR UNLOAD AT ALL TIMES TO TURN OUT TO HOLD STRONG SAFETY.

X--TIGHT, RELEASE OUTSIDE TO DRAW WILL. RUN DEEP TURN OUT VS IN OUT COVERAGE.

BACKS DIVIDE 94 LOOSE (RIGHT FORMATION) (WING ZIG OUT)---
84 LOOSE (LEFT FORMATION) (WING ZIG OUT)---



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL (MOTION WEAK)

NOTE---CAN BE CALLED SWING 4.

QB---KEY WILL TO WEAK SAFETY.

VS WILL BLITZ, A RUN QUICK
 FLAT AND LOOK FOR BALL. QB
 MUST UNLOAD TO A.

QB---KEY MIKE TO WEAK SAFETY. MUST UNLOAD
 TO Y IF MIKE BLITZ'S. CAN UNLOAD TO
 Y IF MIKE GOES AWAY. WEAK SAFETY
 COVERS X HIT WING, WS MIDDLE, HIT X.

B---SAM TO FLAT.

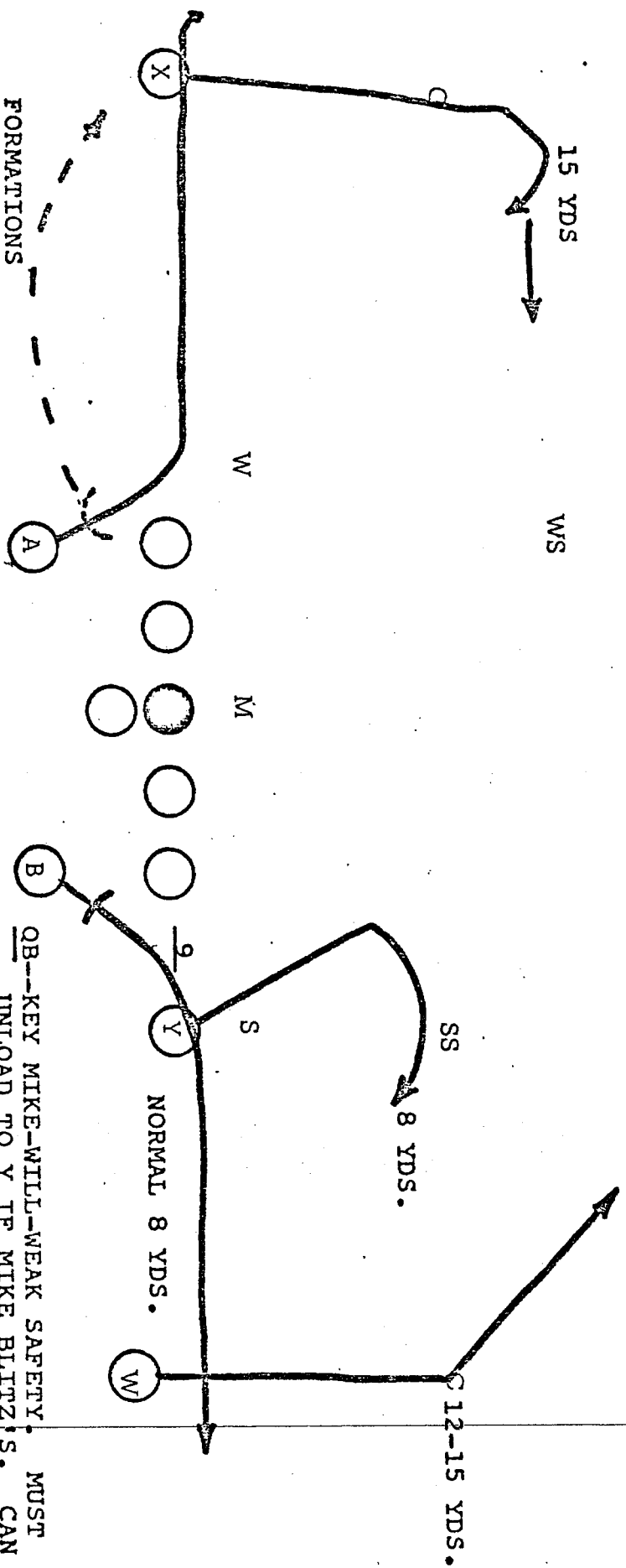
A---RUN STRAIGHT AND UP.

Y---LOOK FOR UNLOAD AT ALL TIMES TO TURN
 OUT TO HOLD STRONG SAFETY.

WING---VS CORE ZONE RUN DEEP COMEBACK.

X---BEST RELEASE, VS BLITZ TURN AWAY
 FROM WEAK SAFETY.

BACKS DIVIDE 94 (RIGHT FORMATION)
84 (LEFT FORMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL LT. (MOTION WEAK)

***NOTE---CAN BE CALLED SWING 4

OB KEY WILL TO WEAK SAFETY.

A---LOOK FOR BALL IMMEDIATELY

IF WILL BLITZ'S. ON DELAY

BLOCK WILL.

OB---KEY MIKE-WILL-WEAK SAFETY. MUST UNLOAD TO Y IF MIKE BLITZ'S. CAN UNLOAD TO Y IF MIKE GOES AWAY.

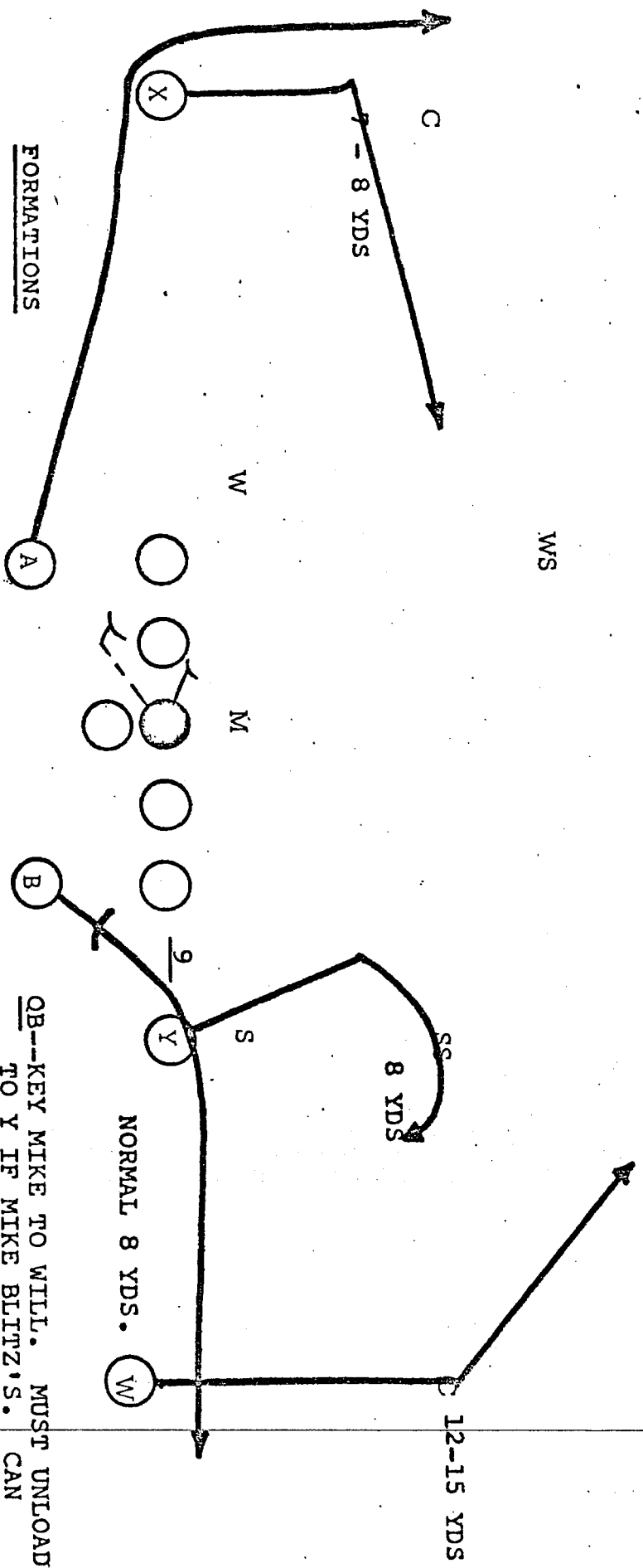
B---SAM TO FLAT.

A---NO PICK UP TAKE WILL WIDE. (---MAY USE DELAY WIDE VS FREE SAFETY OR MIKE READ A BACK.)

Y---LOOK FOR UNLOAD AT ALL TIMES TO TURN OUT TO HOLD STRONG SAFETY.

WING---VS ZONE RUN DEEP COMEBACK

BACKS DIVIDE 93 (RIGHT FORMATION)
83 (LEFT FORMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

•••NOTE---CAN BE CALLED SWING 3.
QB-KEY WILL.

QB--KEY MIKE TO WILL. MUST UNLOAD TO Y IF MIKE BLITZ'S. CAN UNLOAD TO Y IF MIKE GOES AWAY.

B---SAM TO FLAT.

A---NO PICK UP. TAKE WILL WIDE. RELEASE AT X POSITION AND LOOK FOR BALL.

Y---LOOK FOR UNLOAD AT ALL TIMES TO TURN OUT. HOLD STRONG SAFETY.

WING-----VS CORE ZONE RUN DEEP COMEBACK.

15



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SPLIT

FLANKER

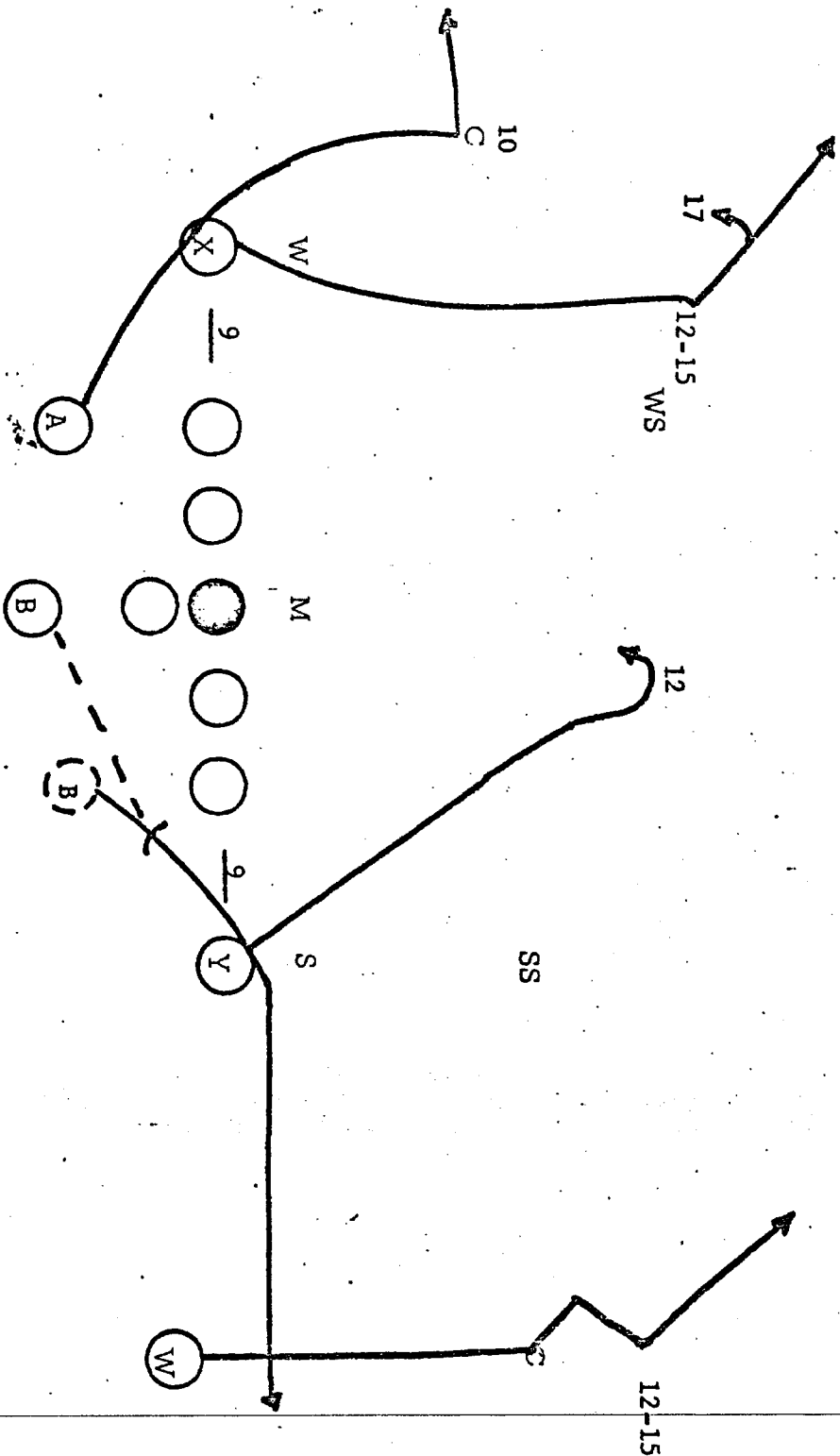
DOUBLE WING (SPLIT & FLANKER)

QB--KEY MIKE TO WILL
B--SAM TO FLAT
A--NO PICK UP--CONTAIN WILL.

••NOTE---CAN BE CALLED SWING 1. QB
----- KEY WILL. (THIS CALL CHANGES
THE BLOCKING.

Y--LOOK FOR UNLOAD AT ALL TIMES TO
CORNER. VS ZONE RUN UP.

WING--VS ZONE RELEASE OUTSIDE DHB.
 RUN DEEPER TURN IN.



FORMATIONS

SPLIT

FLANKER

TIGHT DOUBLE WING (SPLIT & FLANKER)

PEEL

QB--KEY MIKE TO WK. SAF., WK SAF.

COVERS X. IF YOU STAY WITH X BE
AWARE OF WEAK CORNER. X HAS OPTION
ON BREAK TO CORNER IF THE WK. CORNER
DROPS OFF OR THE WK. SAF. GOES OUT
SIDE. YOU CAN GO TO WING IF WK. SAF.
COVERS X.

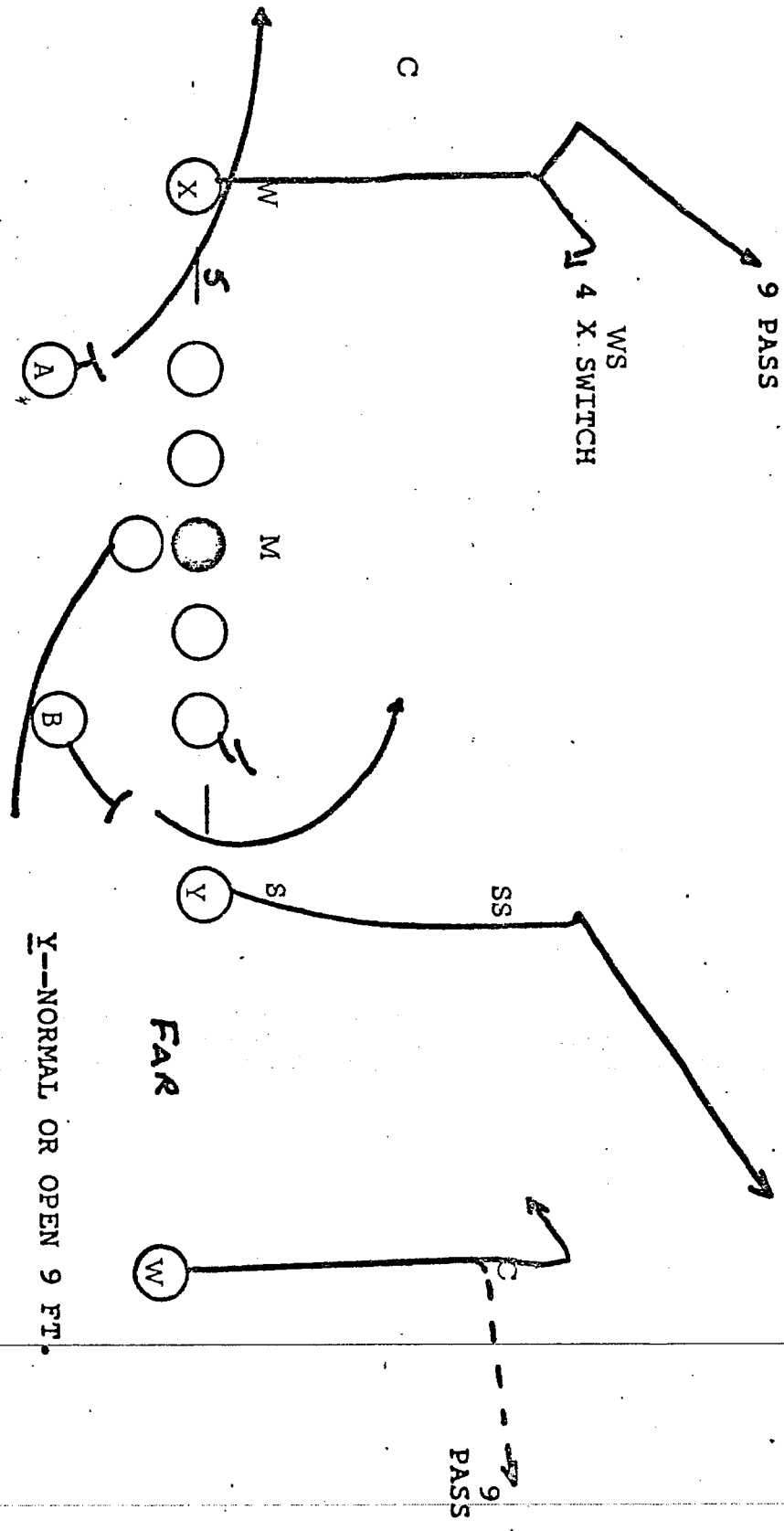
B--SAM TO FLAT.

A--FAN AT 10 YDS. LOOK FOR BALL.

WING--ZIG IN

Y--LOOK IN TO 12 YDS. SAF. TURN IN.

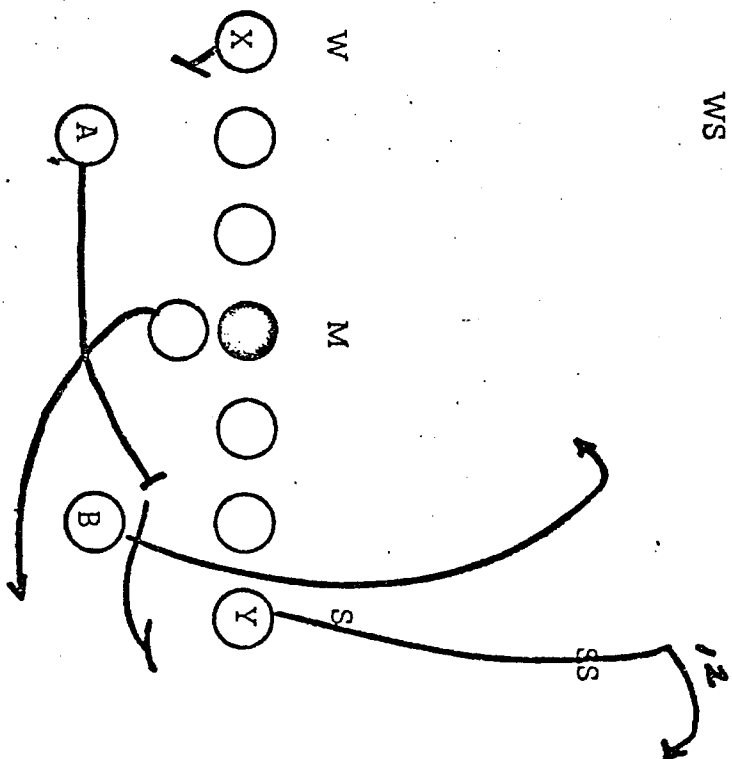
ROLL RIGHT 9 PASS -----



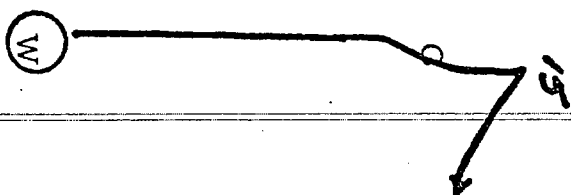
Y--NORMAL OR OPEN 9 FT.

ROLL RIGHT 1 PASS

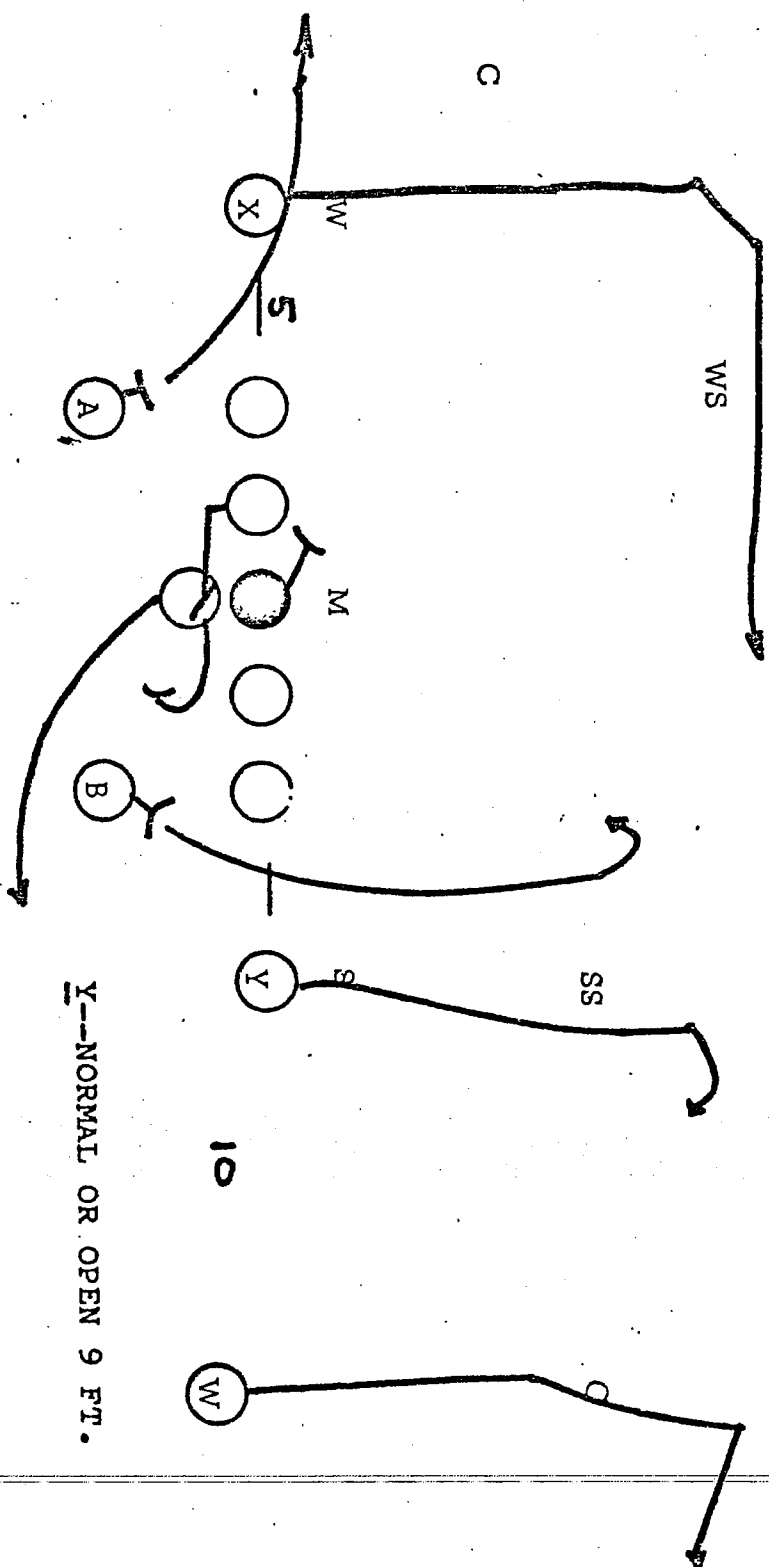
WS



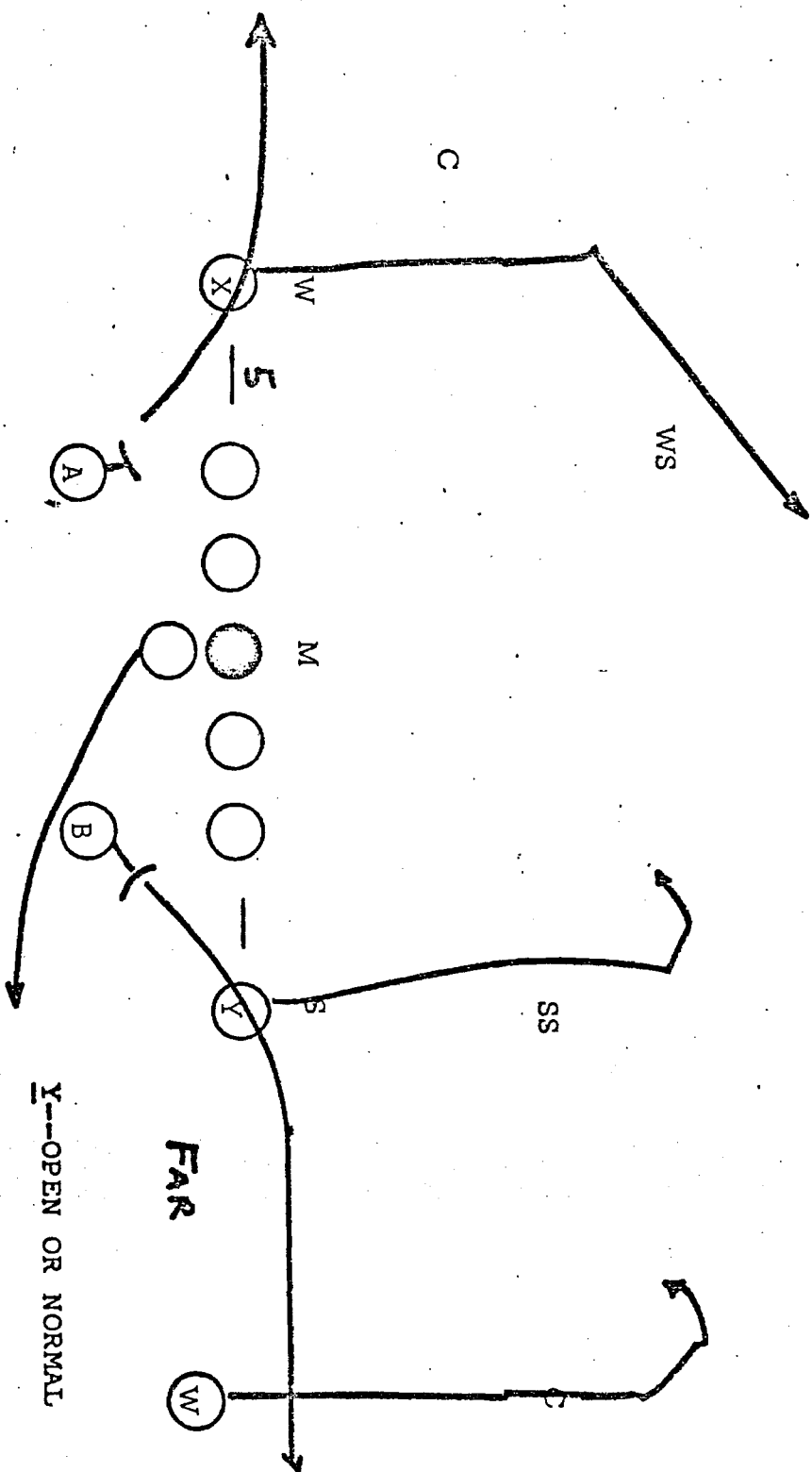
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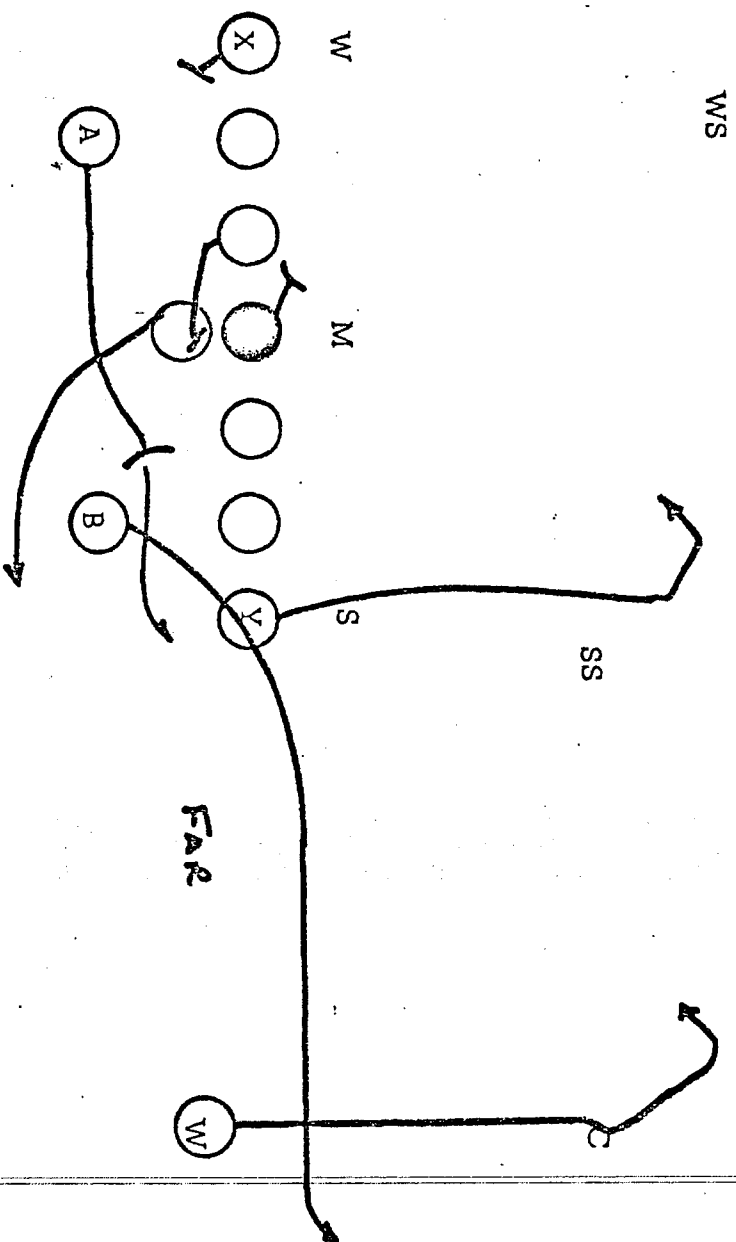
SPRINT RIGHT 1 PASS



SPRINT RIGHT 4 PASS



ROLL RT. 4 PASS



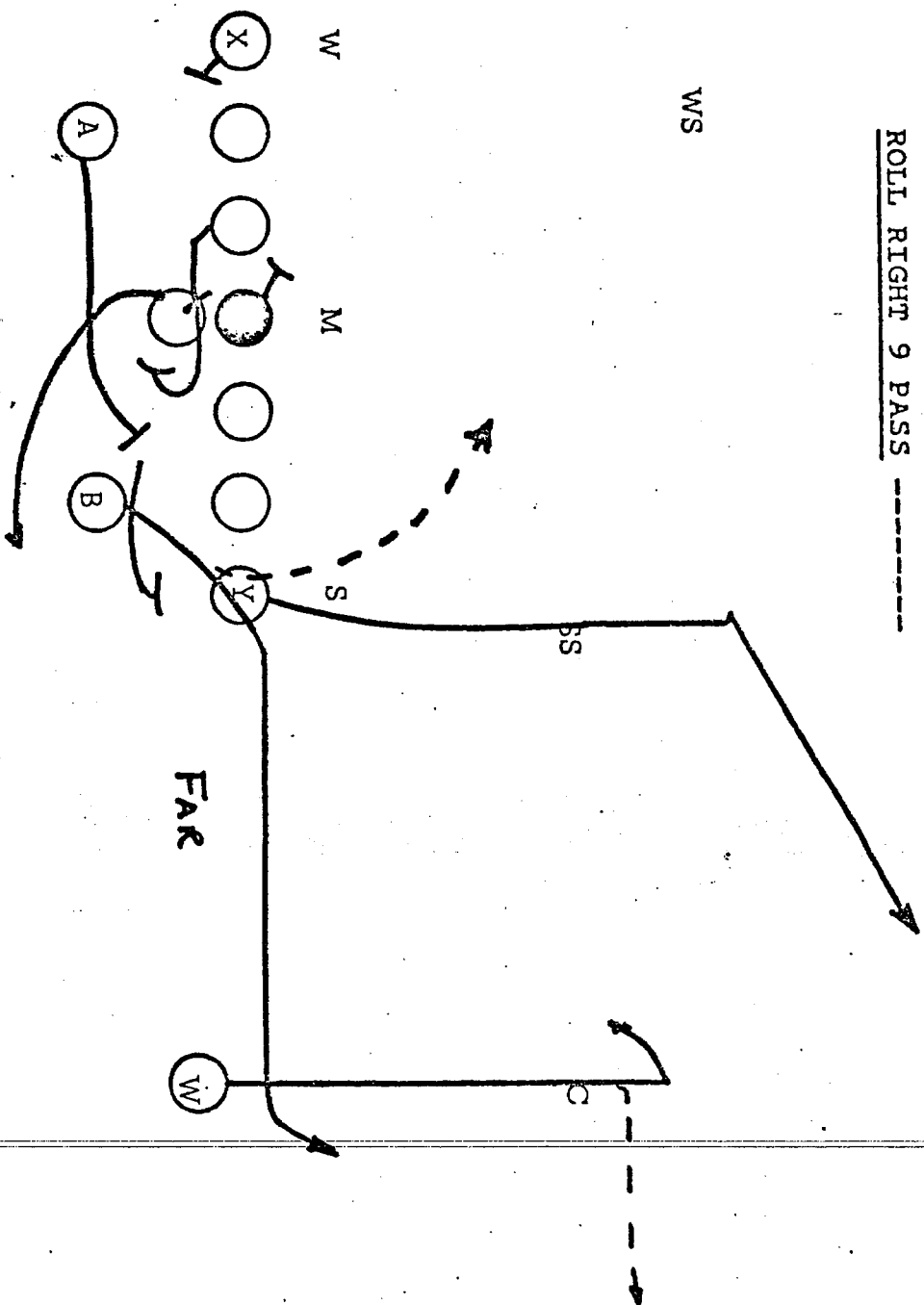
FLA

ROLL RIGHT 4 X SWITCH

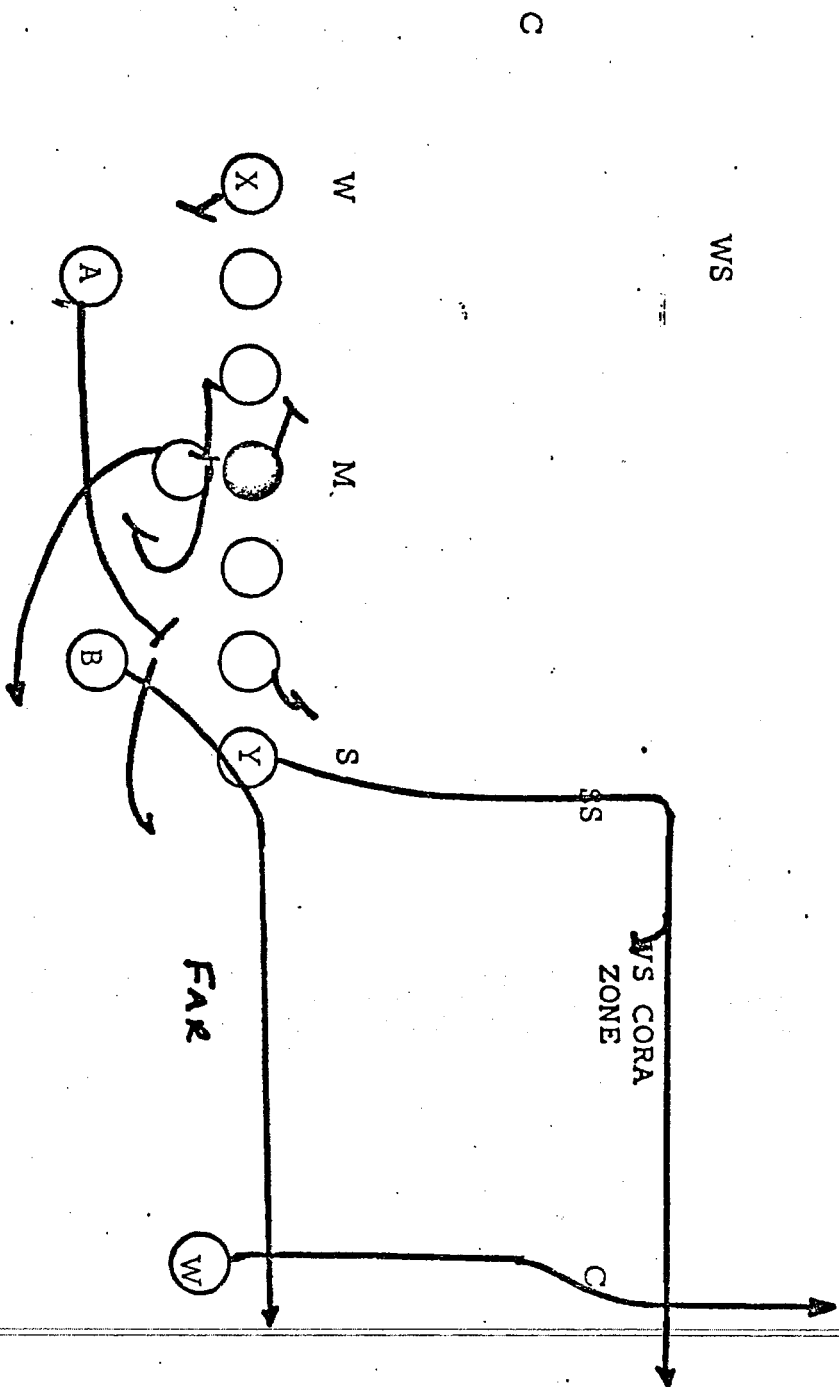
ROLL RIGHT 9 PASS -----

WS

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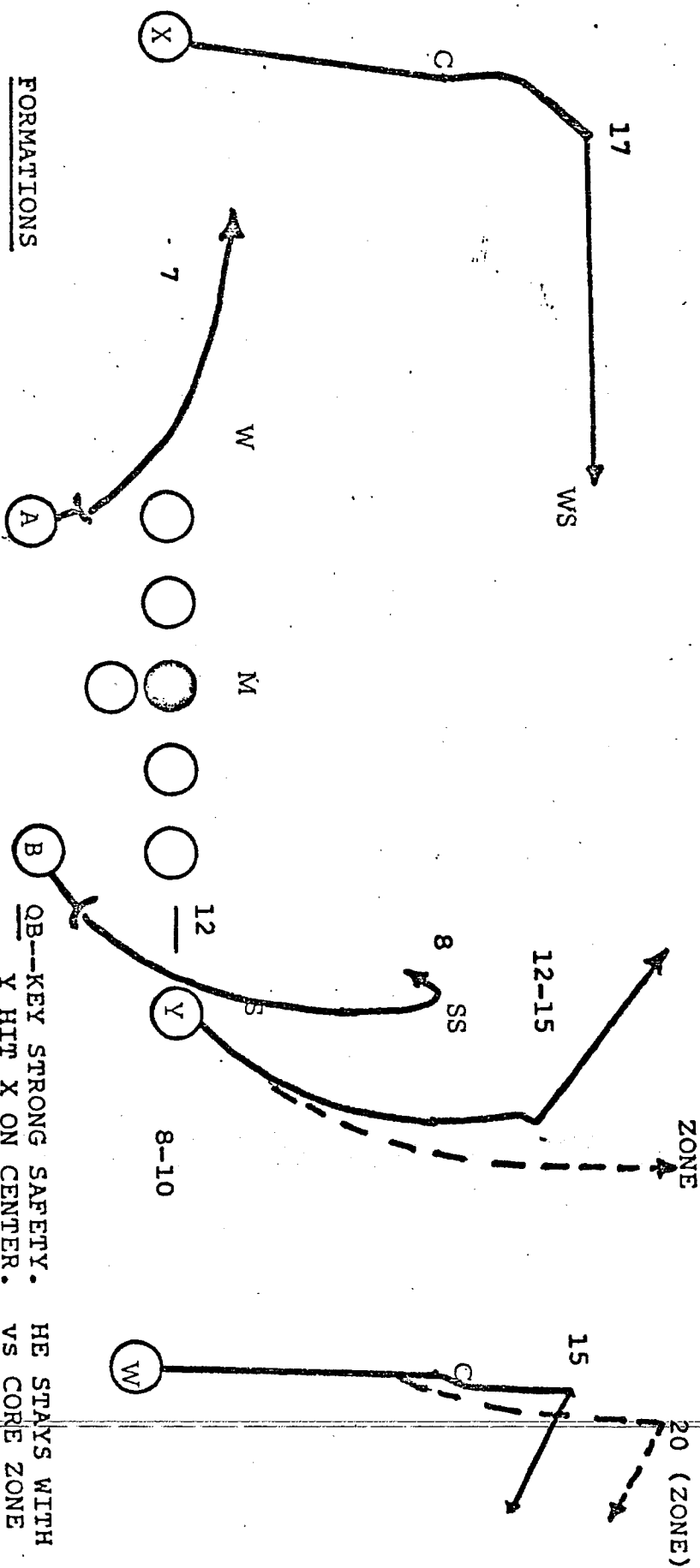


ROLL RIGHT 7 PASS



STRONGSIDE COMBINATION

71 (71 AUTOMATIC)



FORMATIONS

SPLIT

FLANKER

NOTE--ZONE PASS, BLITZ AUTOMATIC

ALTERNATE ROUTE

Y TURN OUT AT 12 YDS.

OB--KEY STRONG SAFETY. HE STAYS WITH
Y HIT X ON CENTER. VS CORE ZONE
Y ON CREASE. ANY DOUBT GO TO X.

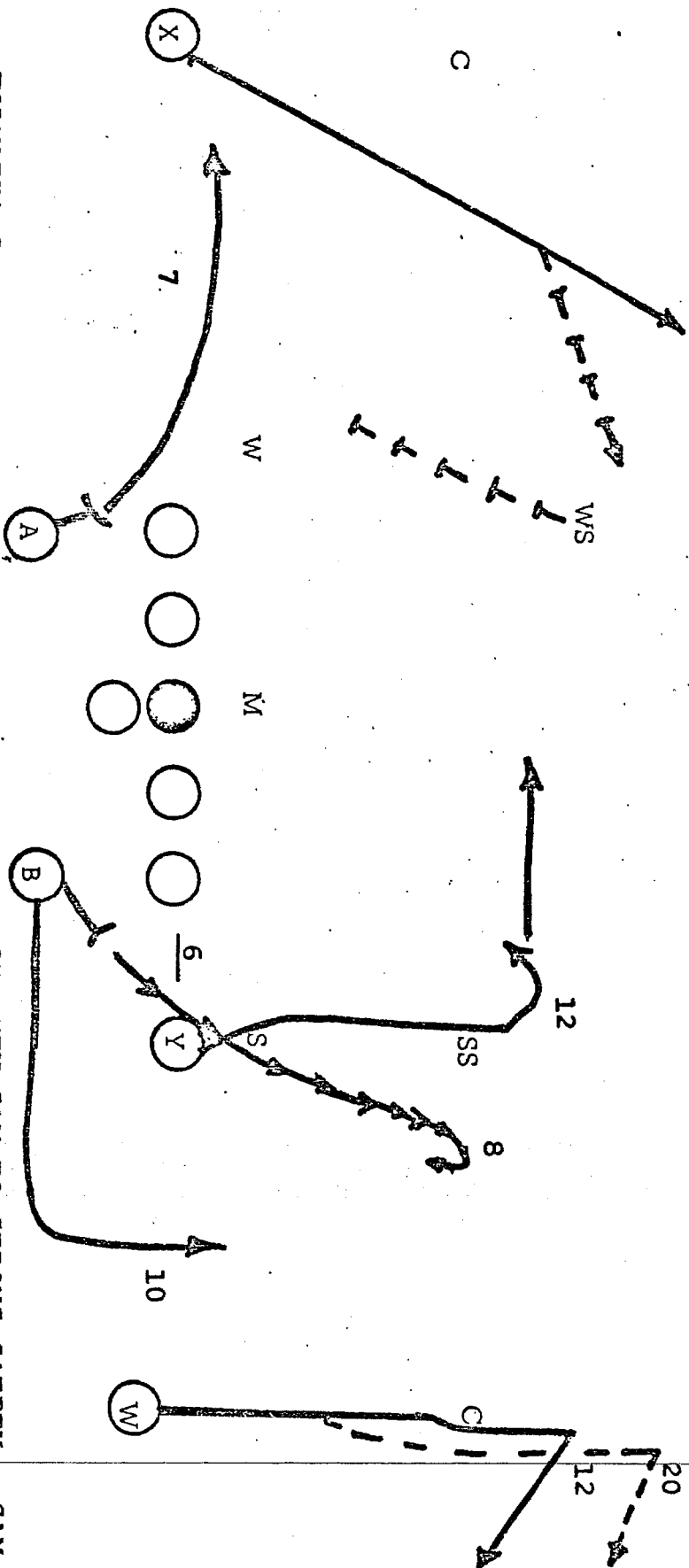
B--8 YD. CURL TO HOLD SAM OR MIKE.
YOU HAVE BLITZ RESPONSIBILITY.
A--2 COUNT DELAY TO BEST RELEASE.

Y--RUN POST VS MAN, CREASE VS CORE ZONE.

WING--VS CORE ZONE RELEASE OUTSIDE DHB
20 YD. COMEBACK.

STRONGSIDE COMBINATION

72 MIDDLE (72 AUTOMATIC)
72 STOP-->>>



FORMATIONS

SPLIT

♦♦♦NOTES♦♦♦

INDIVIDUAL CALL TO X VS
TEAMS USING MIKE WEAK AND STRONG

(STRONG COVERAGES)

EXAMPLE--72 MIDDLE (X TURN IN COMEBACK)

A--WILL TO RELEASE.

~~Y--~~INSIDE REL. , KEY MIKE.

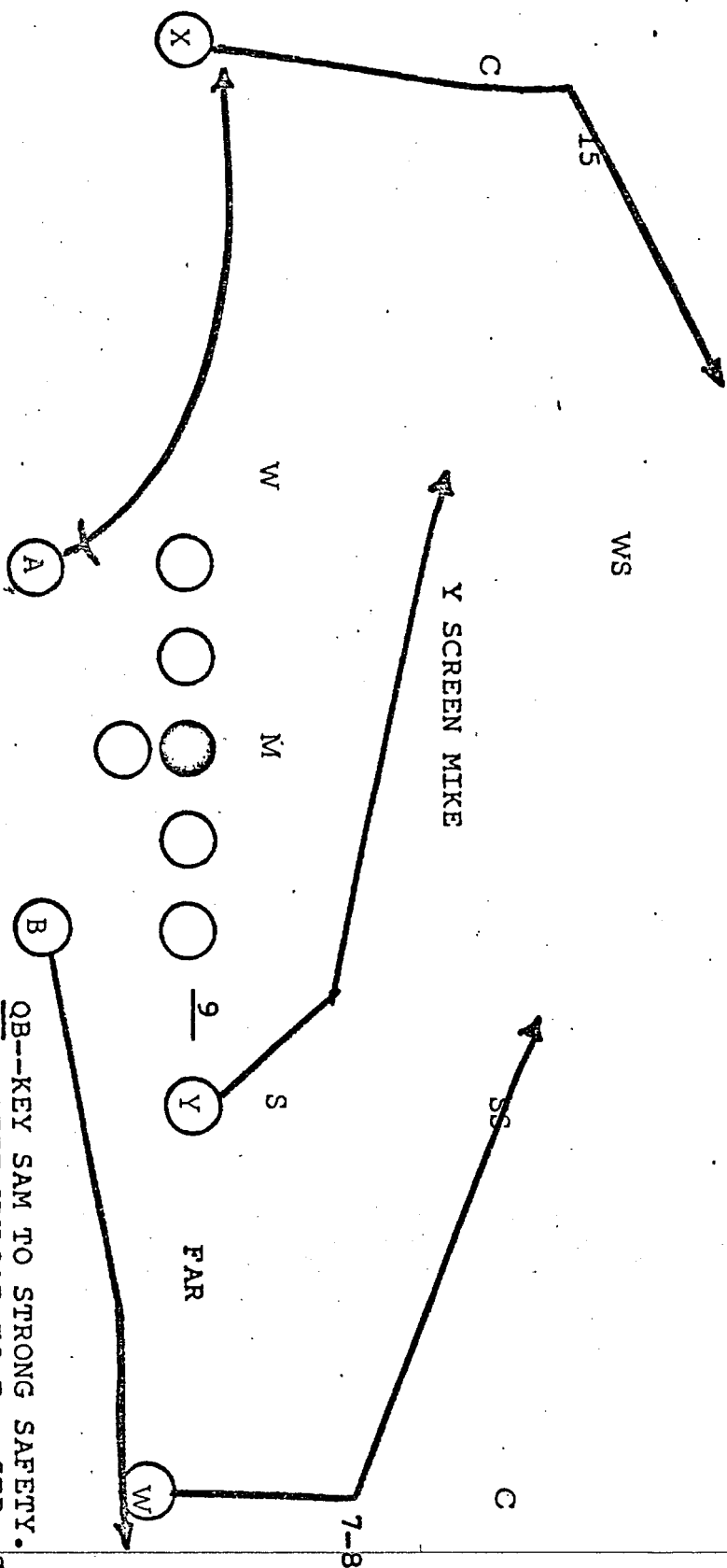
WING--VS CORE ZONE 20 YD. COMEBACK

X--KEY WK. SAF., WK. SAF. COMES UP

RUN QK POST.

STRONGSIDE COMBINATION

73 (73 AUTOMATIC)



QB--KEY SAM TO STRONG SAFETY. SAM
BLITZ UNLOAD TO B. STR. SAF. STAYS
B OR WING. VS MAN COV. THROW OFF
SAM.

B--NO PICK UP, SAM BLITZ LOOK FOR BALL
TO STRAIGHT.

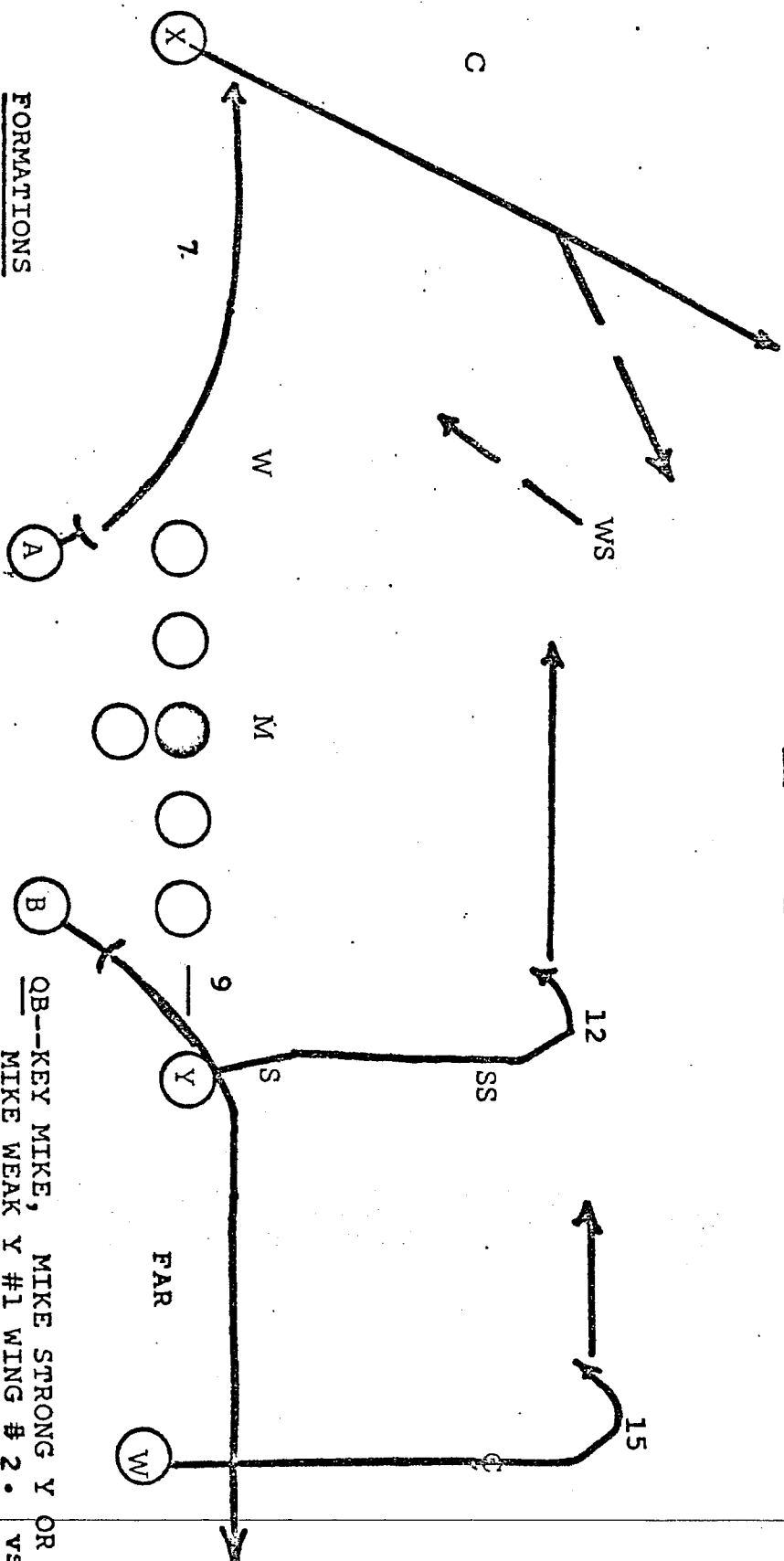
A--WILL TO RELEASE.

Y--OVER SCREEN MIKE.

WING--RELEASE INSIDE DHB VS CORE ZONE.

STRONGSIDE COMBINATION

74 (74 AUTOMATIC)



QB--KEY MIKE, MIKE STRONG Y OR WING.
MIKE WEAK Y #1 WING #2. VS BLITZ
GO TO X.

B--SAM TB FLAT.

A--WILL TO RELEASE.

Y--KEY MIKE.

WING--KEY SAM OR STRONG SAF.. VS

CORE ZONE RELEASE OUTSIDE DHB
TO DEEP TURN IN.

FORMATIONS

SPLIT

FLANKER

STRONG

..NOTE..

CAN CALL INDIVIDUALS TO
ON OUTSIDE PATTERNS.

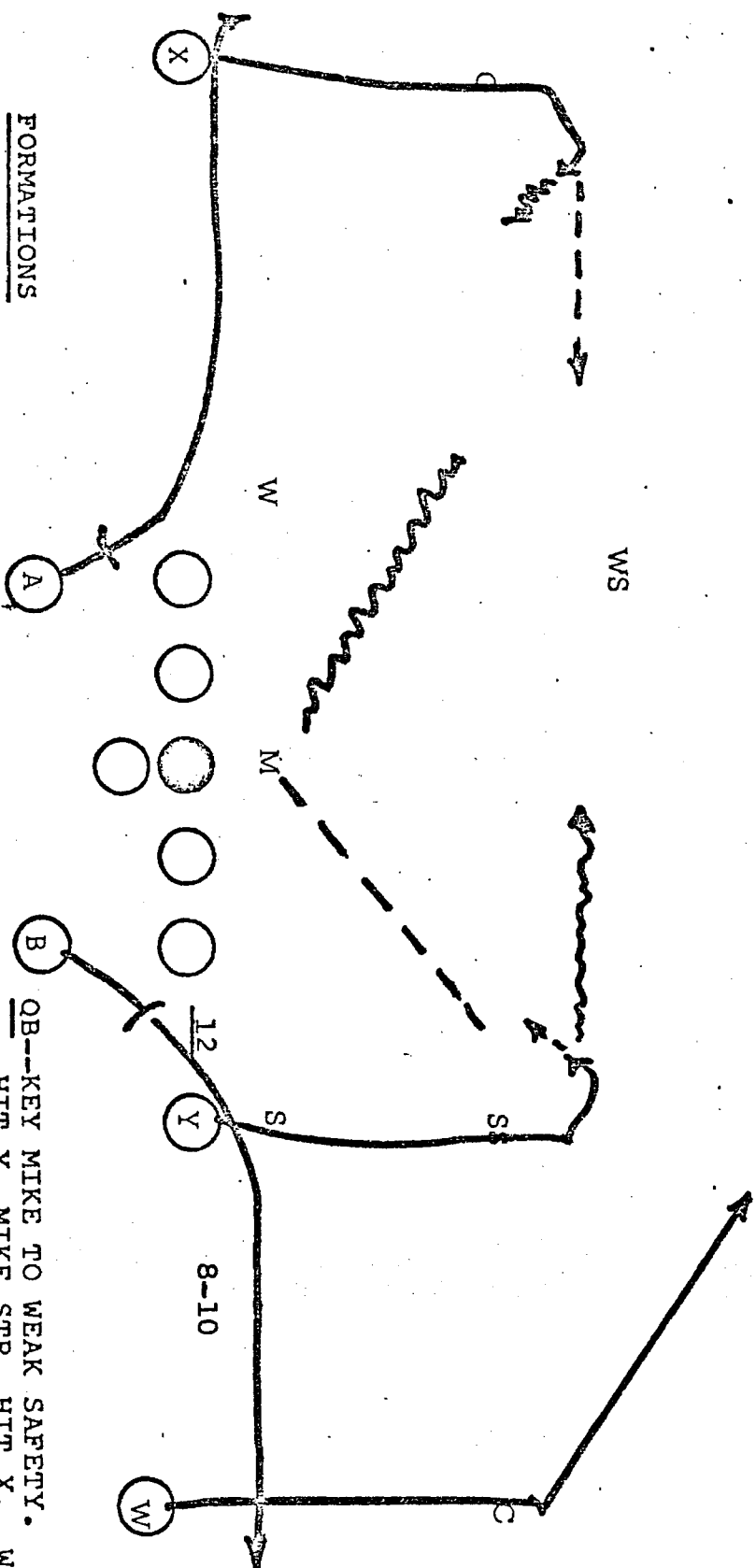
EXAMPLE

74 X COMEBACK (A RUN 8 YD. STOP)
74 X ZIG OUT (EVERYONE ELSE RUN 74)

X--SPLIT, WEAK SAF. COMES UP TO COVER
A RUN QUICK POST.

STRONGSIDE COMBINATION

74 X



FORMATIONS

SPLIT

FLANKER

STRONG.

OB--KEY MIKE TO WEAK SAFETY. MIKE WEAK
HIT Y, MIKE STR. HIT X. WK. SAF.
COVERS X HIT WING.

B--SAM TO FLAT.

A--TB FLAT.

Y--KEY MIKE, MIKE GOES AWAY KEEP
COMING, MIKE COMES YOUR WAY SIT DOWN.

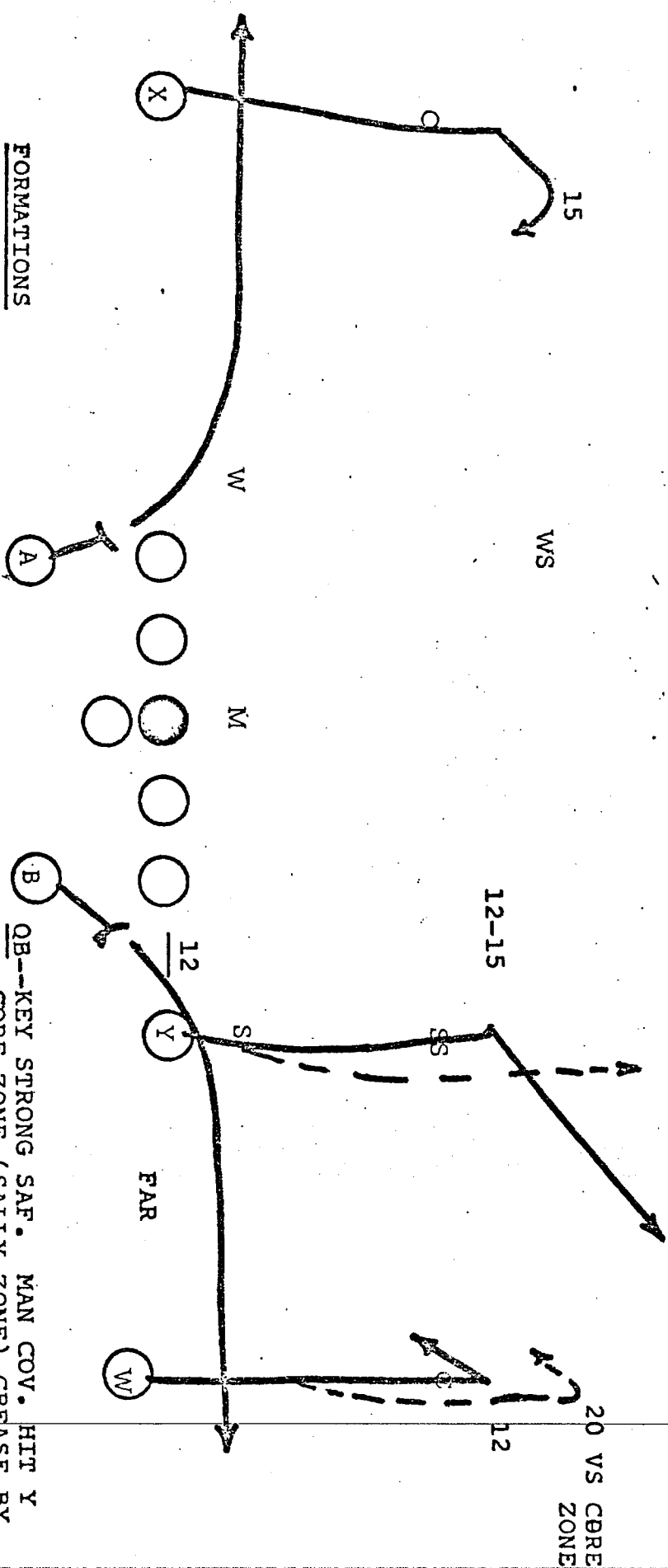
X--KEY MIKE, MIKE GOES AWAY KEEP COMING,
MIKE COMES YOUR WAY SIT DOWN.

WING---POST, YOU ARE A KEY RECEIVER.

STRONGSIDE COMBINATION

74 X SWITCH

FORMATIONS
SPLIT
FLANKER



QB--KEY STRONG SAF. MAN COV. HIT Y
CORE ZONE (SALLY ZONE) CREASE BY
Y. DOUBT GO TO X.

B--SAM TO FLAT.

A--WILL TO FLAT.

WING--VS CORE ZONE RUN DEEPER ACUTE IN.

Y--MAN COV. RUN CORNER, ZONE (CORE &
SALLY RUN CREASE.

75 (75 AUTOMATIC) (X & WING QK. TURN OUT)

10-12

7-8

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TACKLES AGGR.

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

A-B--AGGRESSIVE ON SAM AND WILL.

C.P. CAN CHANGE TO HELP ON D.E..
A--WK. SAF. COVERS YOU, RUN STOP.

WEAK SAE. GOES AWAY RUN UP.

XAWING--GET HEAD & SHOULDERS AROUND &
LOOK FOR BALL ON BREAK. NOT
THROWN RUN GO.

QB--NO KEY

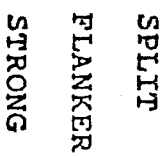
(76 AUTOMATIC)



STRONG (THINK X ON COMEBACK)

X--COMEBACK

76 X & WING TURN IN



B--SAM TO CIRCLE. RUN ROUTE INTO
WEAK SAF. AREA.

A--WILL TO FLAT. TAKE BEST RELEASE.

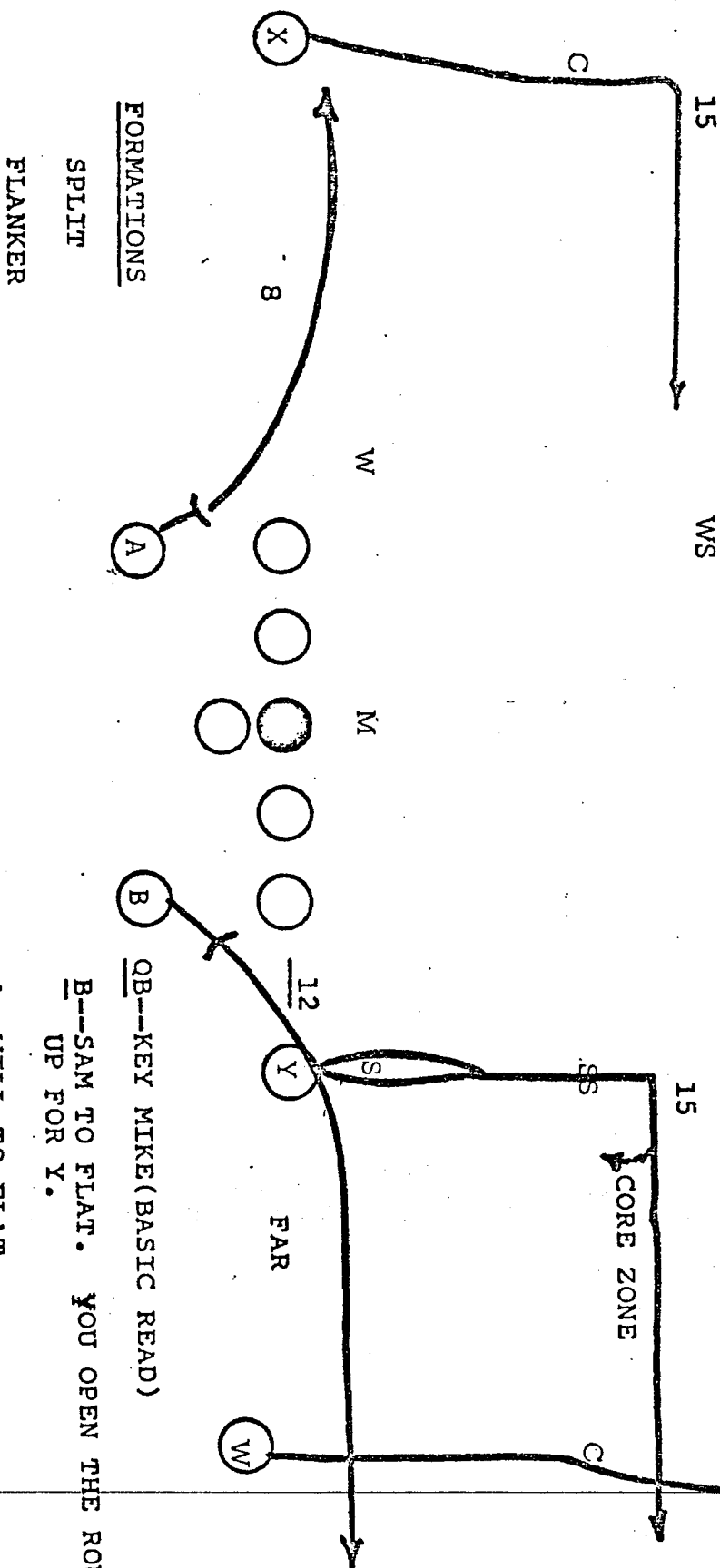
Y--DRIVE UPFIELD, USE SAM TO PUSH OFF
-- TO OK. DRAG. VS CORE ZONE COMEBACK
TO LINE OF SCRIMMAGE.

WING--VS CORE ZONE RUN TURN IN DEEPER.

X-TURN IN.

STRONGSIDE COMBINATION

77 (77 AUTOMATIC)



A--WILL TO FLAT.

B--SAM TO FLAT. YOU OPEN THE ROUTE UP FOR Y.

QB--KEY MIKE (BASIC READ)

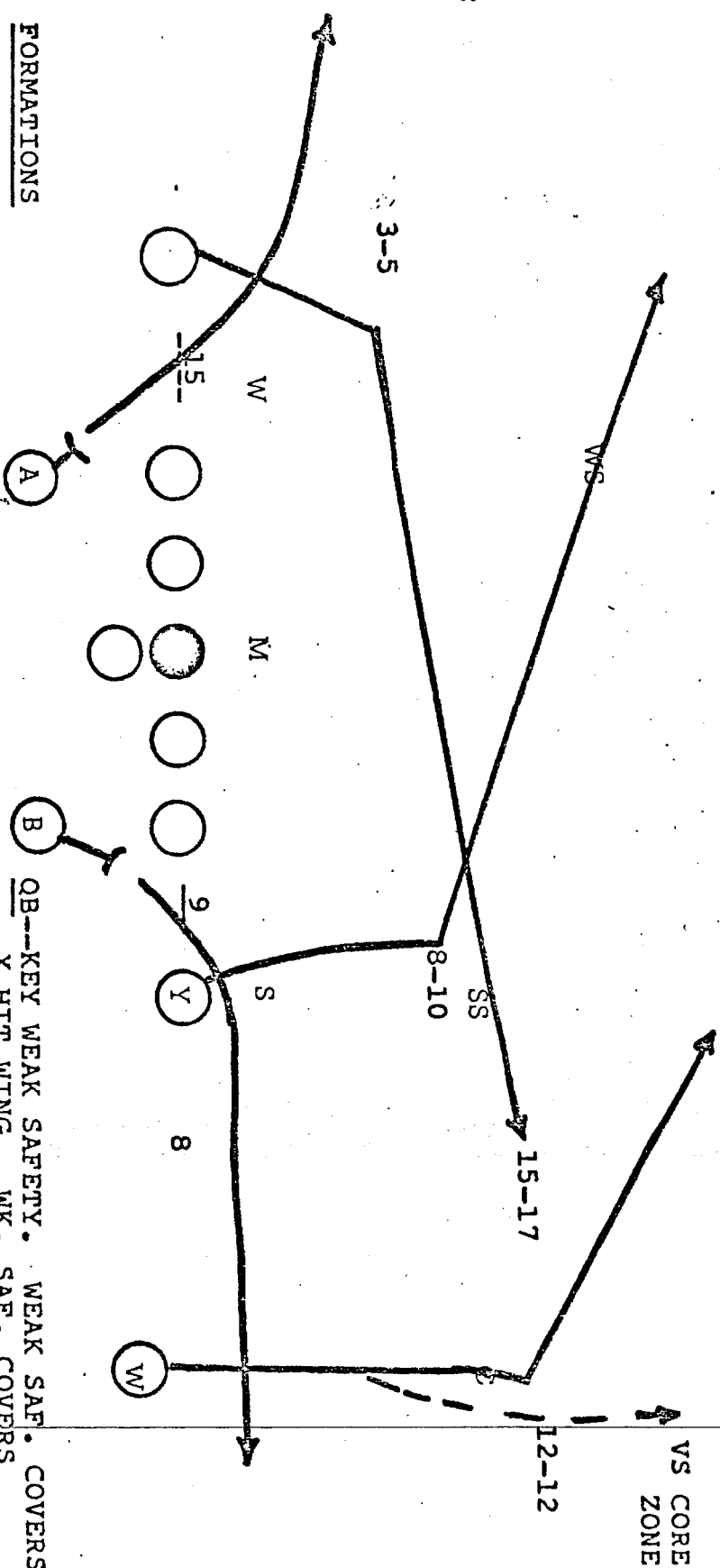
X--15 YARD CENTER, LOOK FOR BALL ON BREAK.

Y--DRAG VS CORE ZONE RUN DEEP TURN OUT. VS SALLY ZONE DEPTH IS IMPORTANT SO YOU CAN READ THE DEFENSE.

WING--RELEASE OUTSIDE DHB VS CORE ZONE.

STRONGSIDE COMBINATION

78 DOUBLE CROSS WING POST



FORMATIONS

SPLIT

FLANKER

NOTE

VERY GOOD WITH DRAW ACTION.

WING--VS CORE ZONE GO

X--AVOID MIKE COMING YOUR WAY.
MIKE GOES YOUR DIRECTION DEEPEN.

QB--KEY WEAK SAFETY. WEAK SAF. COVERS
X HIT WING. WK. SAF. COVERS
MIDDLE HIT X.

B--SAM TO FLAT.

A--WILL TO OK FLAT.

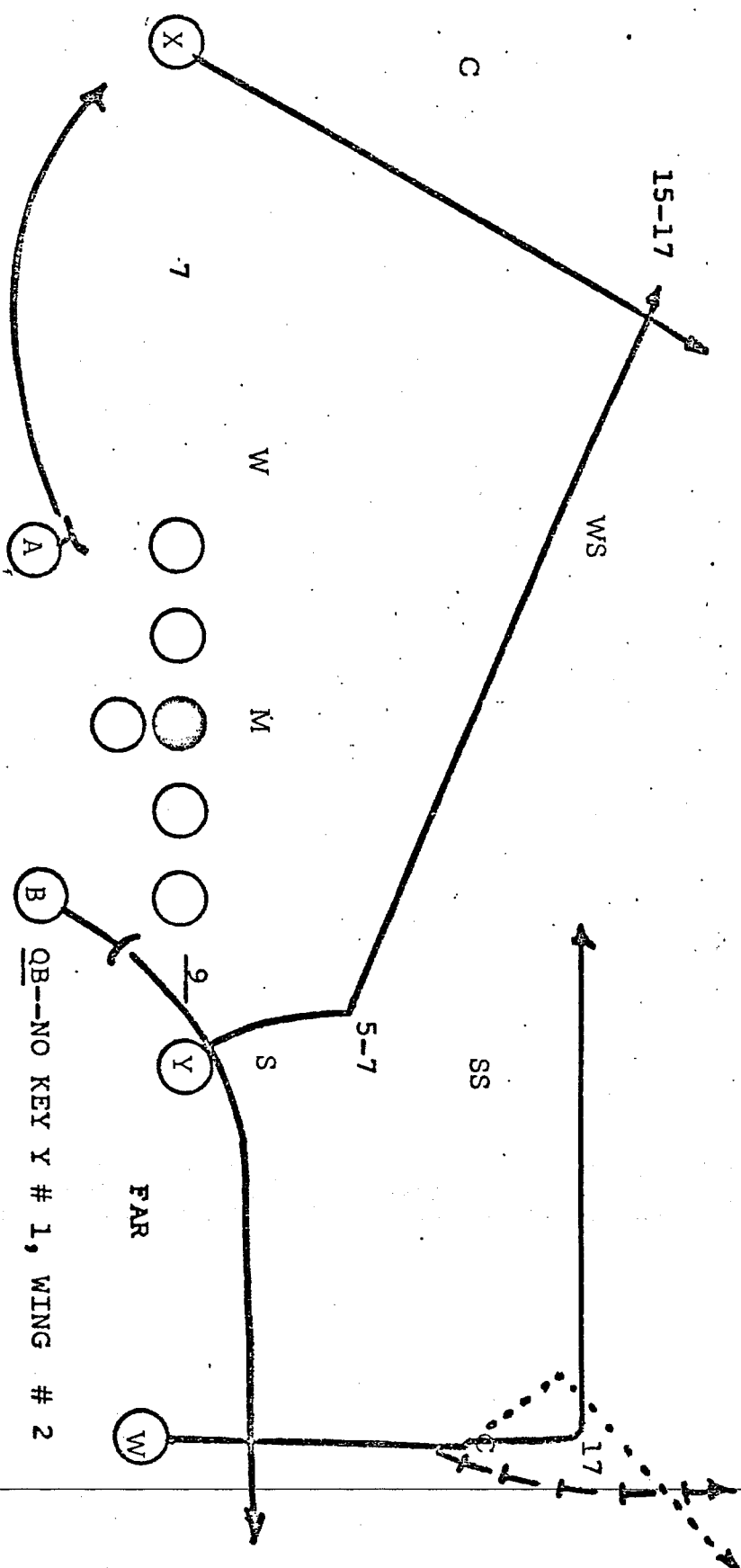
Y--BEST RELEASE, SCREEN WK. SAF.

STRONGSIDE COMBINATION

78 CROSS WING CENTER. (78 AUTOMATIC)

WING ZIG OUT.....

WING GO - - - - -



FORMATIONS

SPLIT

FLANKER

◆◆◆NOTE◆◆◆

VERY GOOD WITH DRAW ACTION

B--SAM TO FLAT

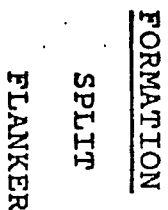
A--2 COUNT DELAY TO WIDE.

X--SPLIT KEY THE WEAK SAFETY, WEAK SAFETY
COVERS A BREAK TO QUICK POST.

Y--RUN ACROSS, UNDER OR OVER MIKE.
GAINING DEPTH, MIKE GOES YOUR DIRECTIO
DEEPEN.

WING--VS CORE ZONE GO OUTSIDE DHB TO CENTER
ZIG OUT, GO VS CORE ZONE-DEEP COME-
BACK.

79 (79 AUTOMATIC)



B--SAM TO PATTERN.

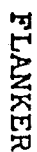
A--WILL TO FLAT & UP

X--ZIG IN LOOK FOR BALL ON IN BREAK.

WING--10 YD. SQ. OUT. VS CORE ZONE,
RUN

Y--MAN COV. RUN CORNER, ZONE (CORE &
SALLY) RUN CREASE.

79 FLAT WING SQUARE IN



SPLIT

FORMATIONS

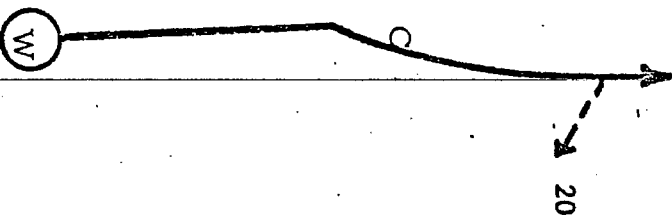
B--SAM TO FLAT.

A--WILL TO FLAT AND UP.

Y--MAN COV. RUN CORNER, CORE ZONE (SALLY
RUN CREASE.

WING--VS CORE ZONE, RELEASE OUTSIDE AND
RUN CENTER.

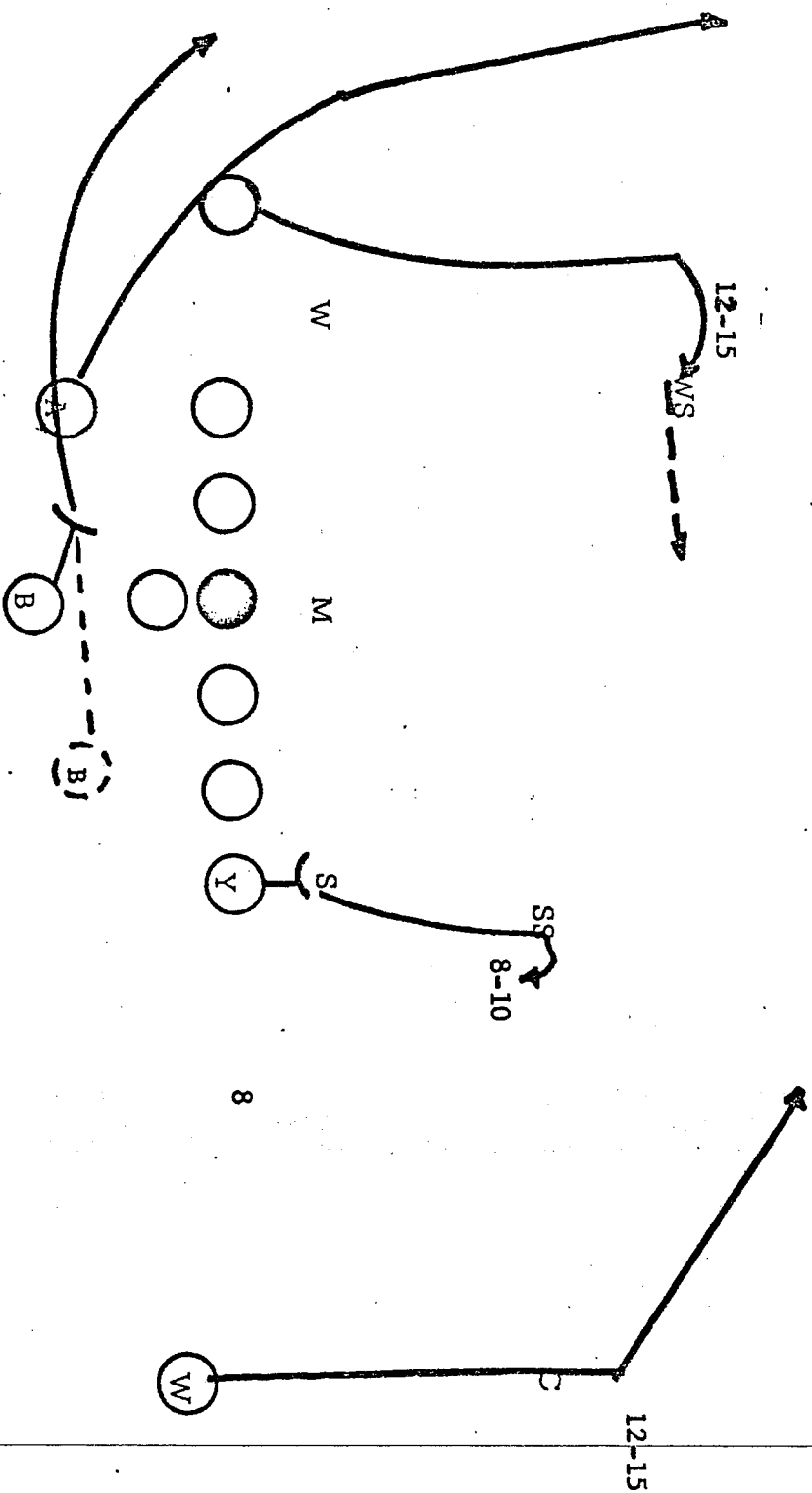
X--RUN ZIG IN AND LOOEK FOR BALL ON
BREAK.



Y--TURN IN OR OUT VS. COVERAGE
B--WILL TO LEAK THROUGH

64 LOOSE

(64 AUTOMATIC) (X-TIGHT OR LOOSE)



FORMATIONS

SPLIT

FLANKER

TIGHT DOUBLE WING (SPLIT OR FLANKER)

PEEL

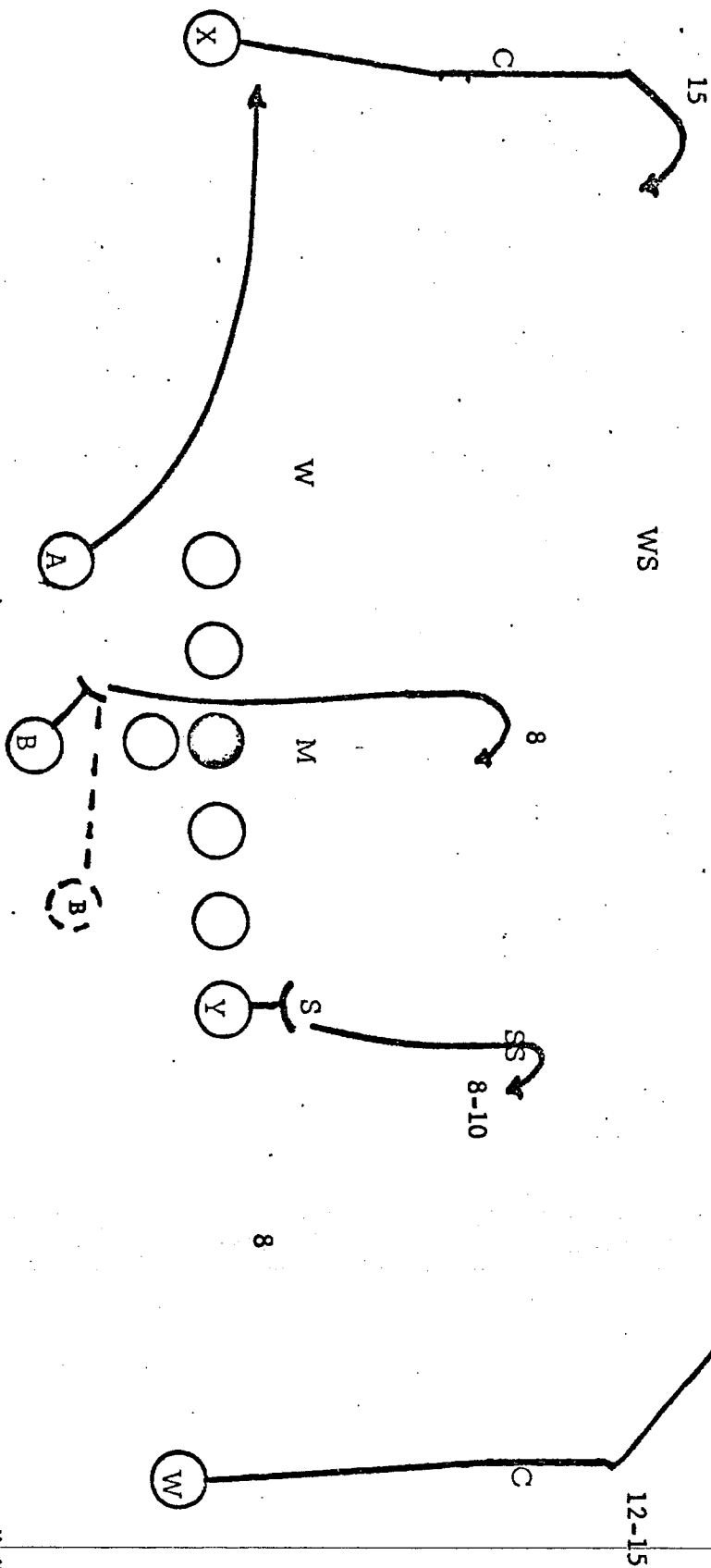
QB--KEY MIKE. MIKE STAYS WITH "X" - HIT
"B". MIKE STAYS WITH "B" - HIT "X".

B--WILL TO RELEASE

A--RUN UP OUTSIDE "X"

Y--SLOW BLOCK SAM TO RELEASE

X--VS. WILL BLITZ TURN OUT AWAY FROM WEAK
SAFETY



FORMATIONS:

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

NOTE

GOOD VS. TEAMS USING FREE,
ZONES, COMBINATIONS & KEYS.

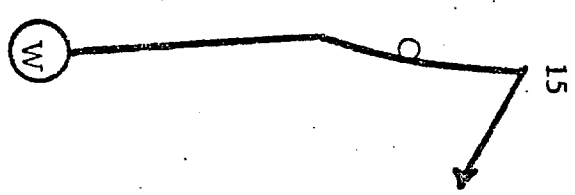
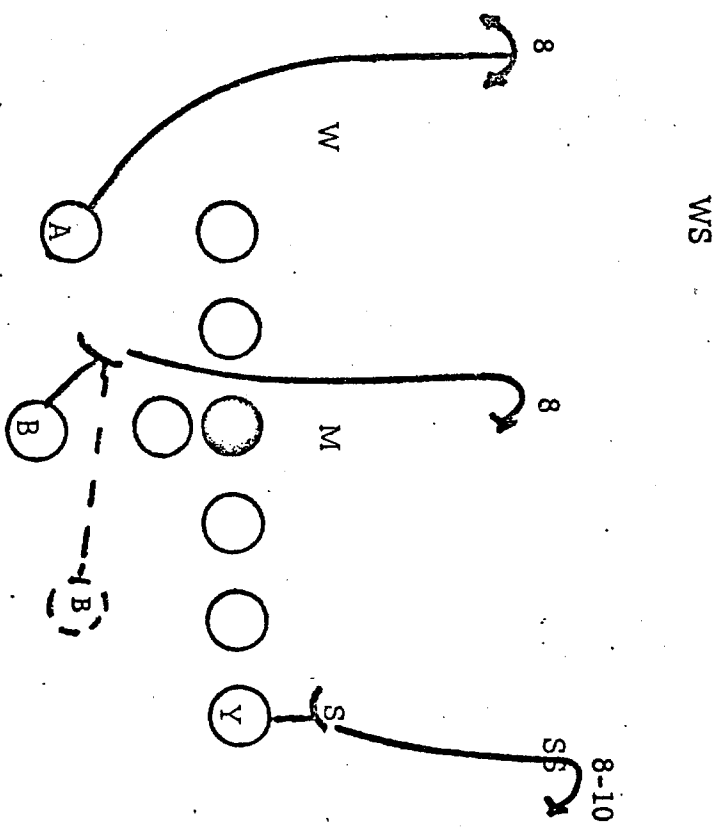
QB--KEY WILL - WILL DEEP TO COVER "X"-
HIT "A". "X" SHOULD BE CLEAR.

B--WILL TO LEAK TO HOLD MIKE

A--FLAT AND UP. LOOK FOR BALL IN FLAT.

Y--SLOW BLOCK SAM TO RELEASE.

WING--POST



FORMATIONS

SPLIT

FLANKER

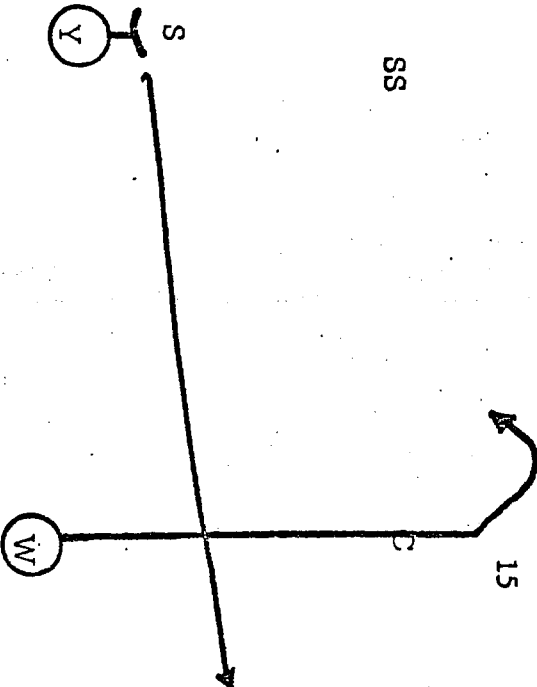
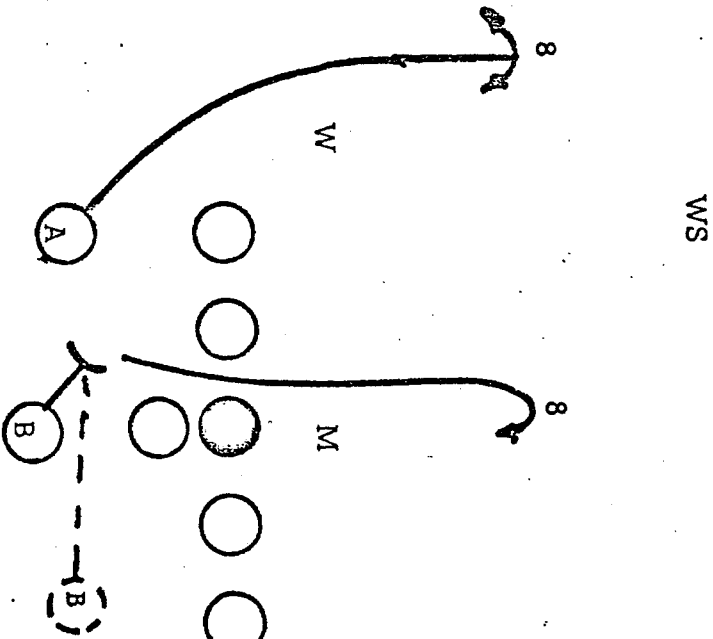
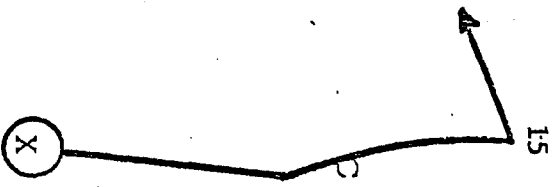
DOUBLE WING (SPLIT & FLANKER)

QB--KEY STRONG SAFETY VS. CORA ZONE. GO
WEAK-HIT "X" OR "A" ON WILL DECLARATION.

A--8 YDS. STOP TO HOLD WILL OR WEAK SAF.

B--WILL TO LEAK

Y--SLOW BLOCK SAM TO RELEASE



QB--KEY WILL. WILL STAYS WITH "X" HIT "A".

WILL STAYS WITH "A", HIT "X". "X"-#1-

A-#2.

B--WILL TO LEAK THROUGH. STOP AWAY FROM PATTERN.

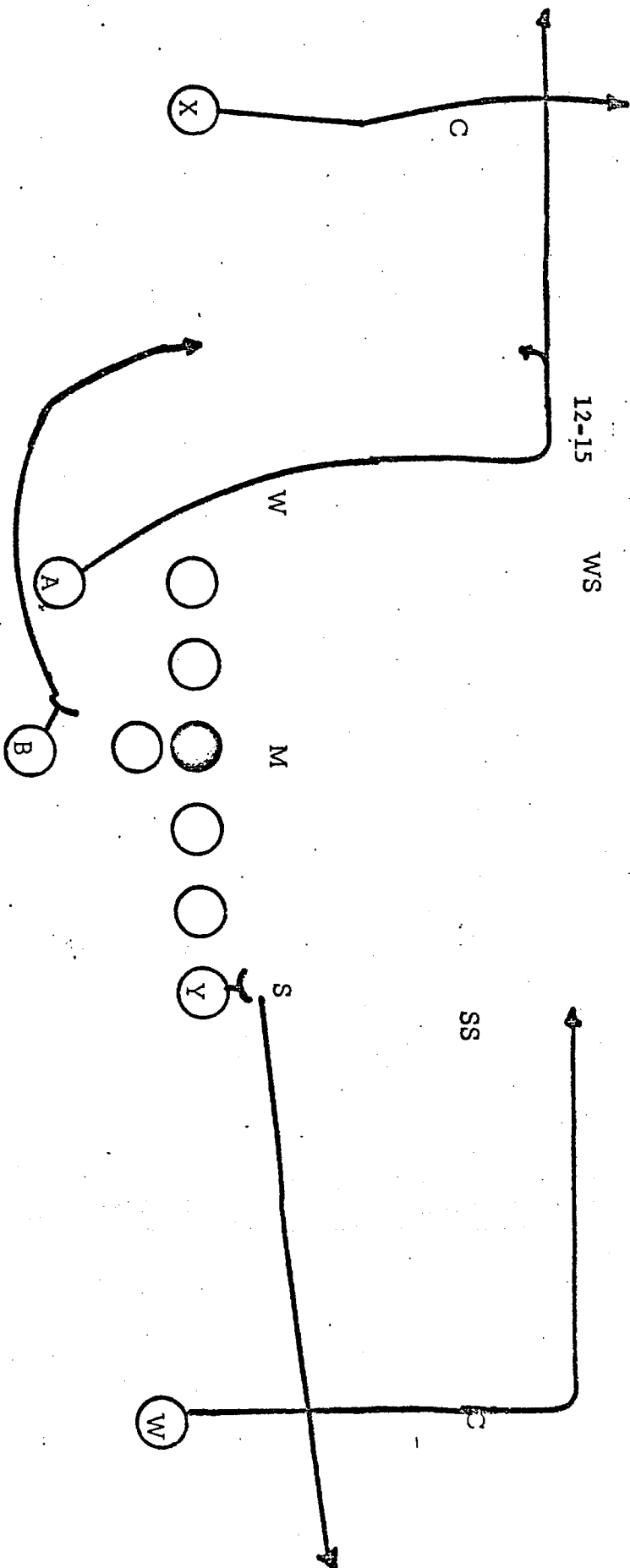
A--STOP-HOLD WILL. TURN AWAY FROM COVERAGE.

FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)



QB--KEY "WILL". WILL DEEP HIT "B". WILL SHORT
HIT "A".

B--WILL TO TRAIL.

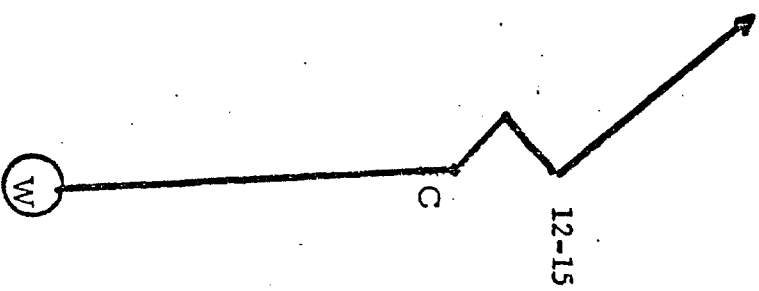
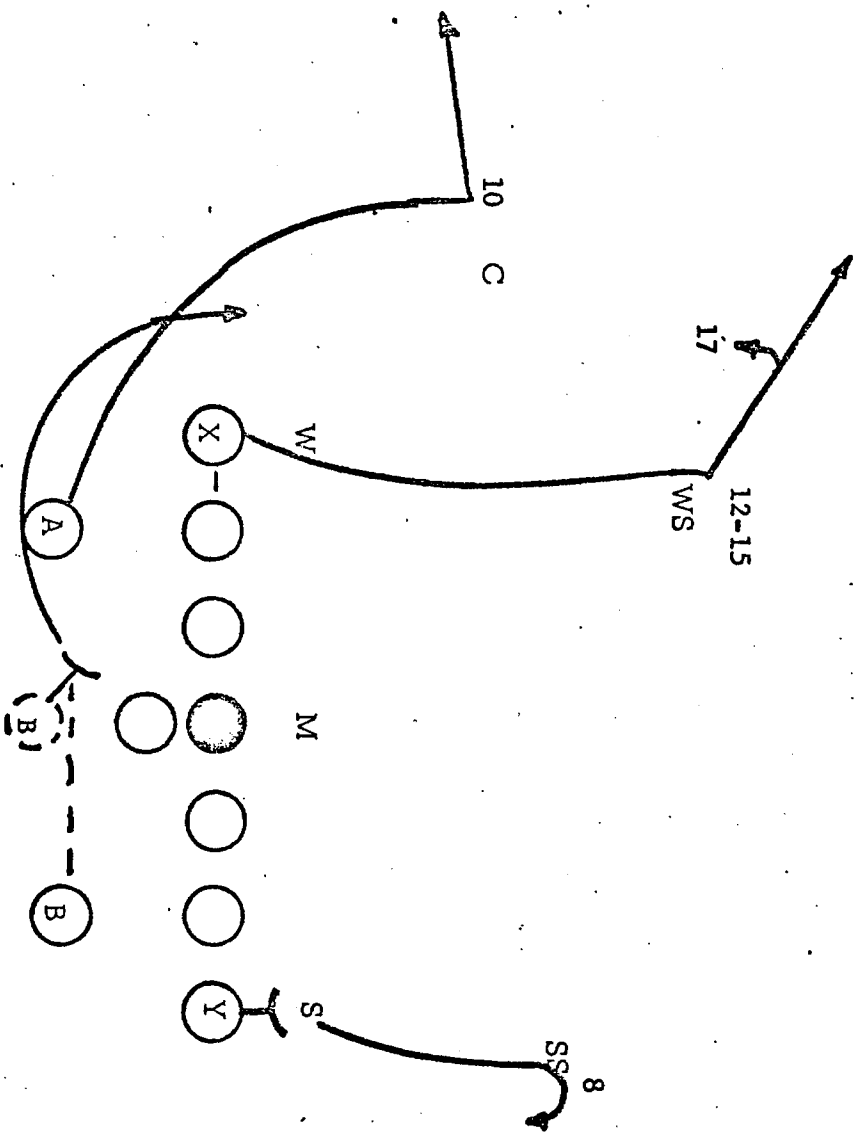
A--FAN - WILL SHORT RUN

FAN - WILL DEEP STOP OUT.

Y--SLOW - SAM TO RELEASE

69 (X TIGHT OR LOOSE)

(69 AUTOMATIC)



FORMATIONS

SPLIT

FLANKER

TIGHT DOUBLE WING (FLANKER)

QB--KEY - WEAK SAFETY TO WEAK CORNER.

X - HAS OPTION ON IN-OUT COVERAGE TO DEEP TURN OUT. BLITZ AUTOMATIC WHEN "X" IS TIGHT.

B--WILL TO CIRCLE

X--RUN CORNER ON WEAK SAFETY - IN-OUT COVERAGE. DEEP TURN OUT. WEAK CORNER TAKE "A" RUN CORNER.

Y--SLOW- SAM TO RELEASE.



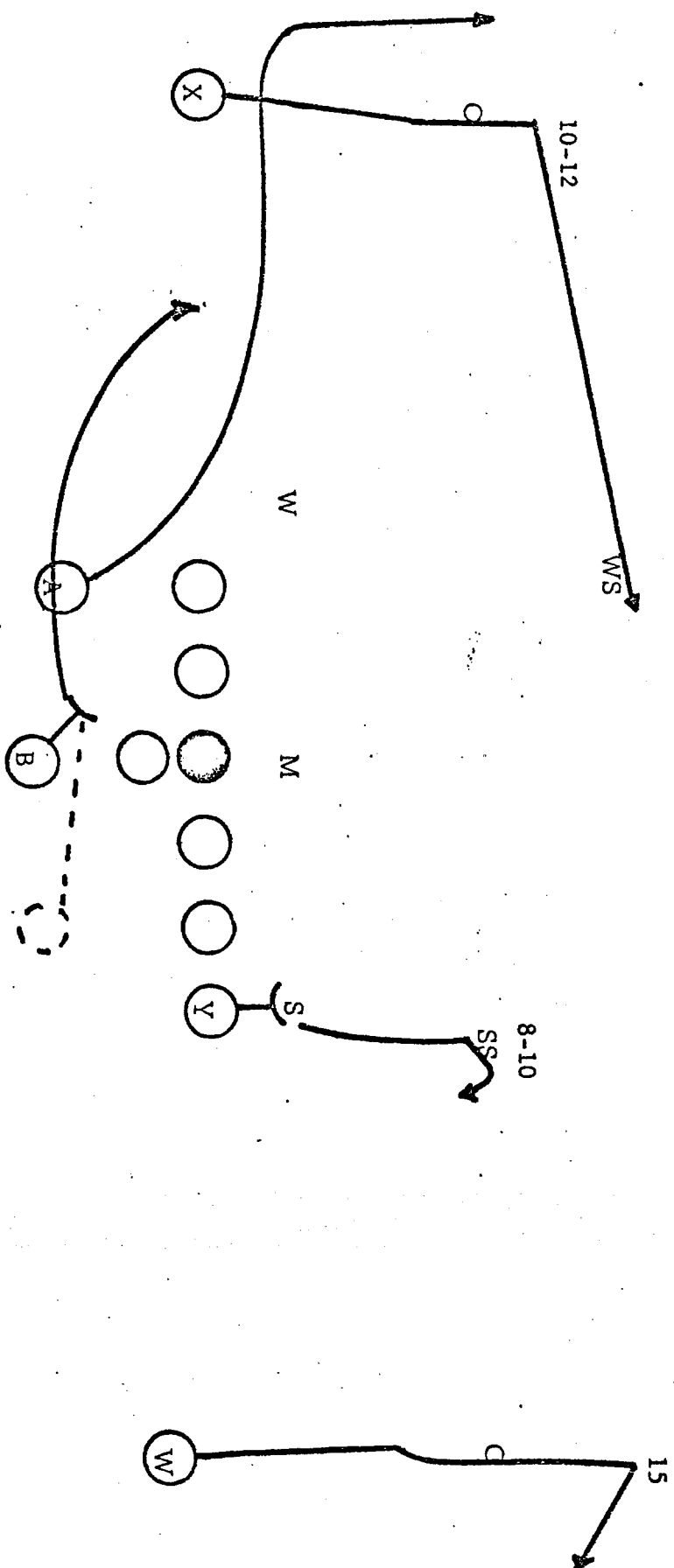
QB--KEY MIKE. MIKE COVERS "A". HIT "X".

B--WILL TO CHECK WIDE

Y--SLOW BLOCK SAM TO RELEASE

1- RUN CURL IN. RELEASE INSIDE WILL. KEY MIKE.
2- MIKE GOES AWAY-STOP. MIKE COMES YOUR WAY
3- CONTINUE ACROSS HIS AREA.

CONTINUE ACROSS HIS AREA.



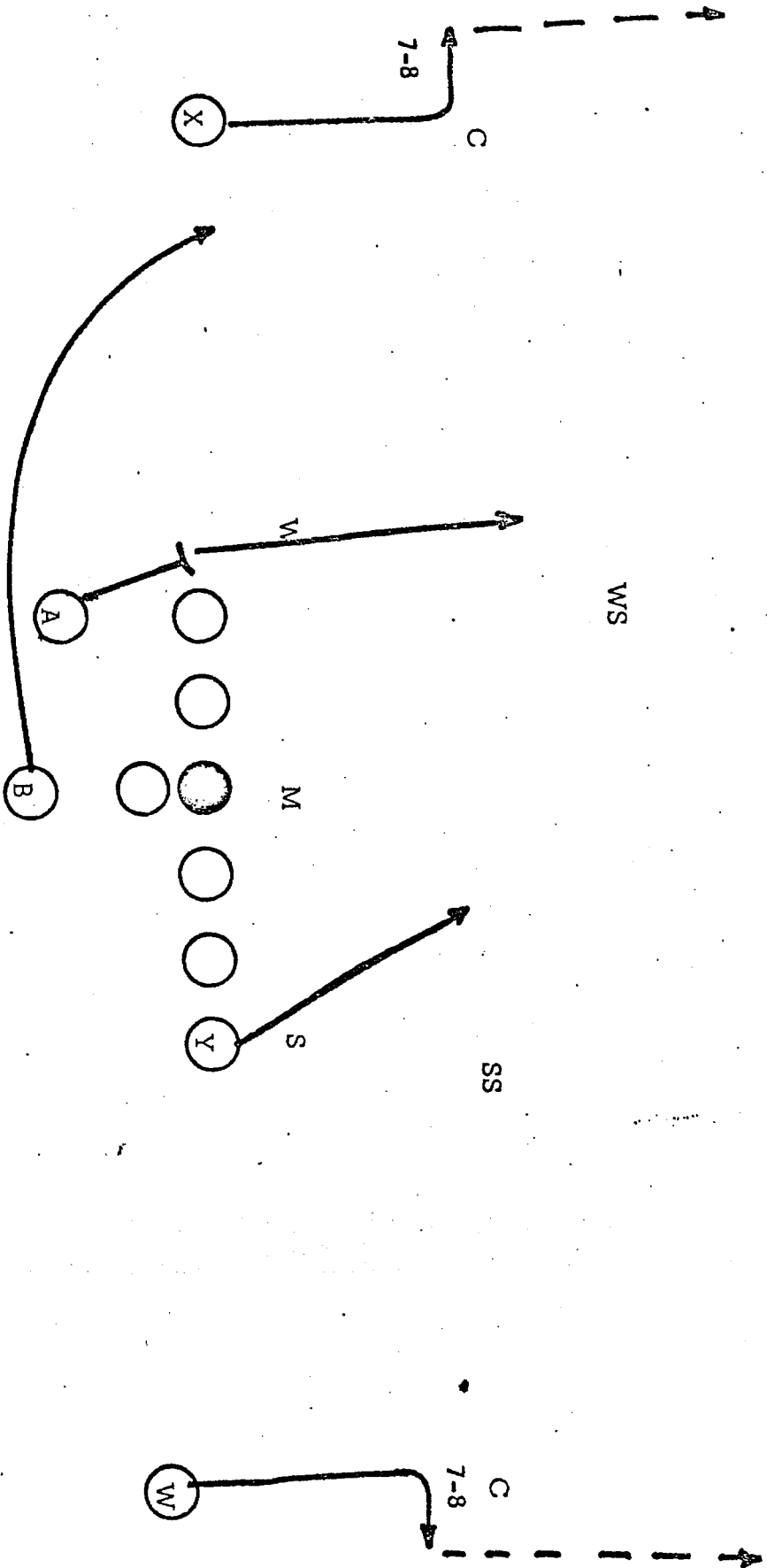
FORMATION

FLANKER

SPLIT

DOUBLE WING (SPLIT & FLANKER)

QB--KEY WEAK SAFETY. WEAK SAFETY MIDDLE
HIT "X" ON BREAK. WEAK SAFETY DOUBLES
"X" - HIT WING.
B--WILL TO CIRCLE
Y--SLOW - SAM



FORMATIONS

FLANKER

....NOTE....
BLITZ AUTOMATIC IS
WEAK SAFETY BLITZ.

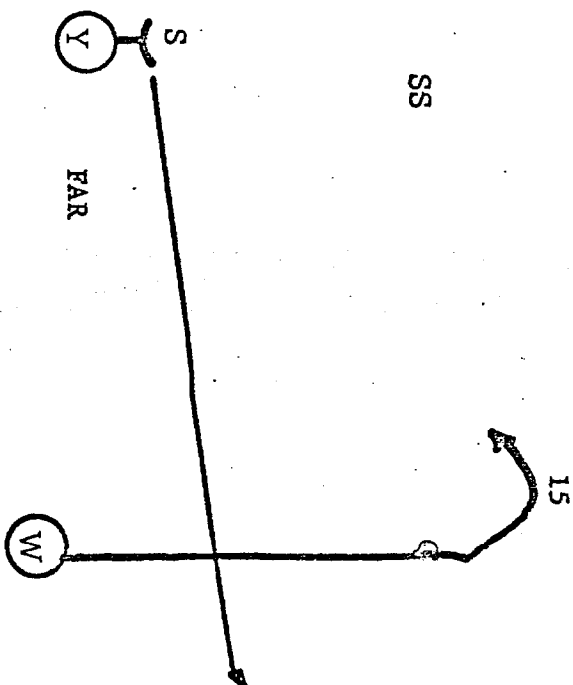
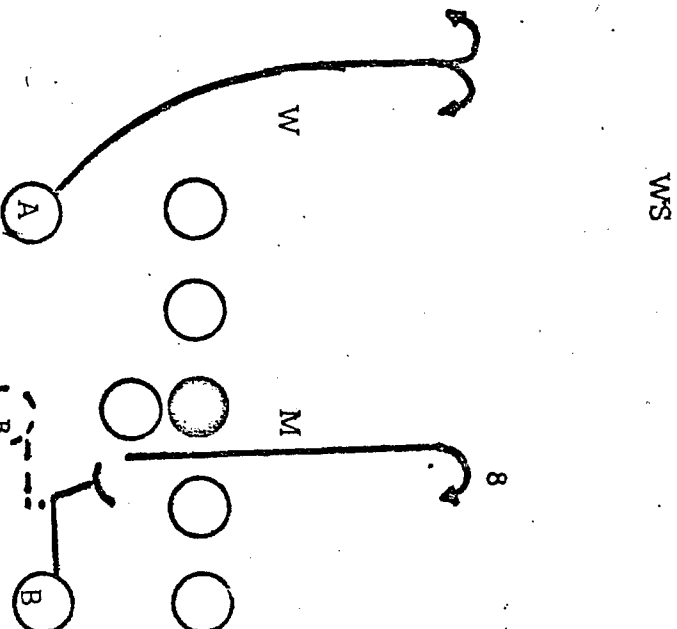
QB--KEY SAM. UNLOAD TO "Y" DRIVE FULLBACK.

A--WILL OR FIRST MAN TO SHOW

B--NO PICK UP - RUN MIDDLE ROUTE WEAK -
LOOK FOR BALL.

Y--LOOK IN

X--WING - 5 PASS AND GO IF YOU DON'T GET
BALL.



FORMATIONS:

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

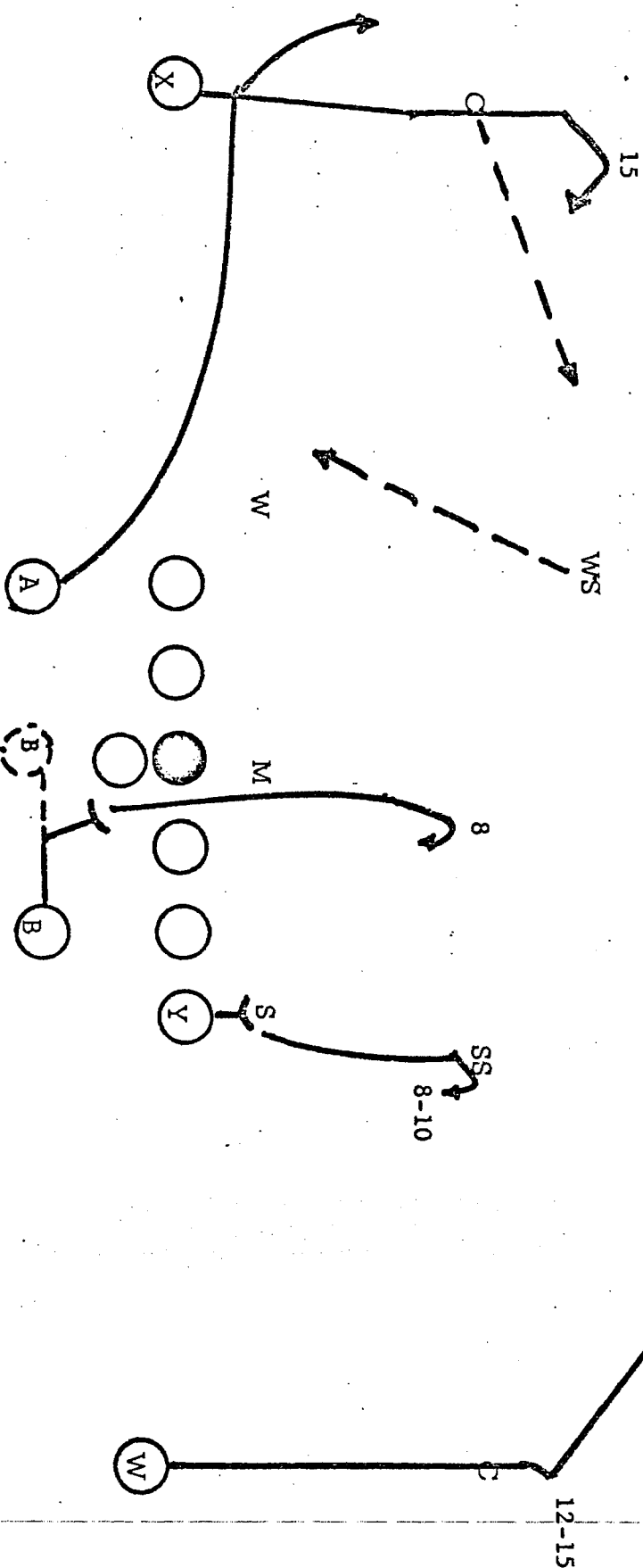
QB--KEY WILL. WILL STAYS WITH A HIT X,

WILL UNDER X HIT A. X-#1 REC. FB
A POSSIBLE REC.

Y--SLOW BLOCK SAM TO QUICK RELEASE

B--FAKE DRAW BLOCK MIKE ON BLITZ. NO
BLITZ LEAK THROUGH, STOP AWAY FROM
PATTERN. LOOK FOR BALL.

A--NO PICKUP. HOLD WILL OR WEAK SAFETY.



FORMATIONS:

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

QB--KEY WILL

B--FAKE DRAW, BLOCK MLB ON BLITZ. NO BLITZ
LEAK THROUGH, STOP AWAY FROM PATTERN,
LOOK FOR BALL. "B" A POSSIBLE REC.

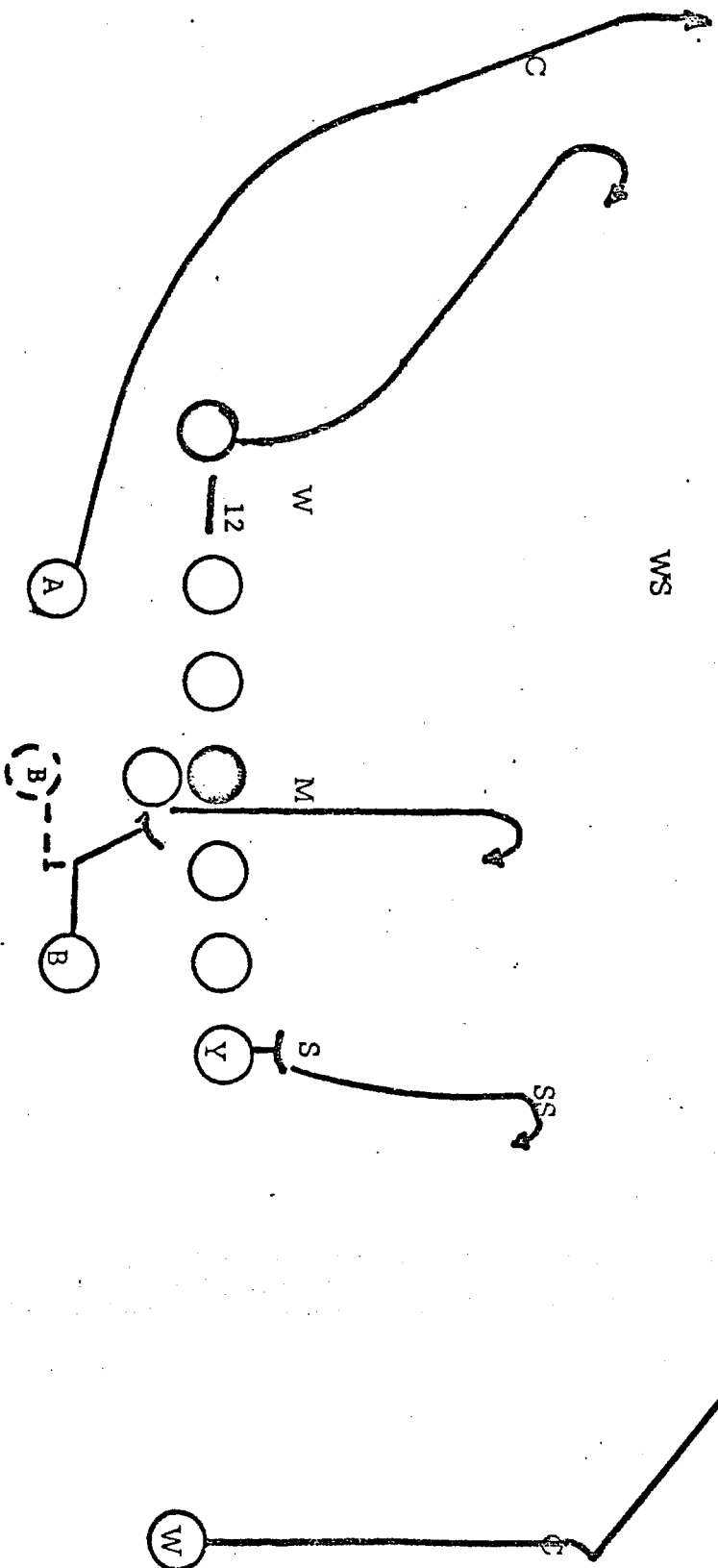
A--QUICK FLAT TAKE WILL OUT

Y--SLOW BLOCK SAM TO RELEASE

X--WEAK SAFETY UP TO COVER X RUN QUICK POST.

94 LOOSE

(94 AUTOMATIC -- X TIGHT OR LOOSE)



FORMATIONS:

SPLIT (X TIGHT OR LOOSE)

PLANKER (X TIGHT OR LOOSE)

TIGHT DOUBLE WING

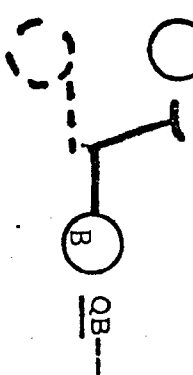
PEEL

QB--NO KEY

X--VS. BLITZ TURN AWAY FROM WEAK SAFETY.

B--FAKE DRAW, BLOCK MIKE ON BLITZ. NO
BLITZ LEAK THROUGH AND STOP AWAY FROM
PATTERN.

Y--SLOW BLOCK SAM TO RELEASE.



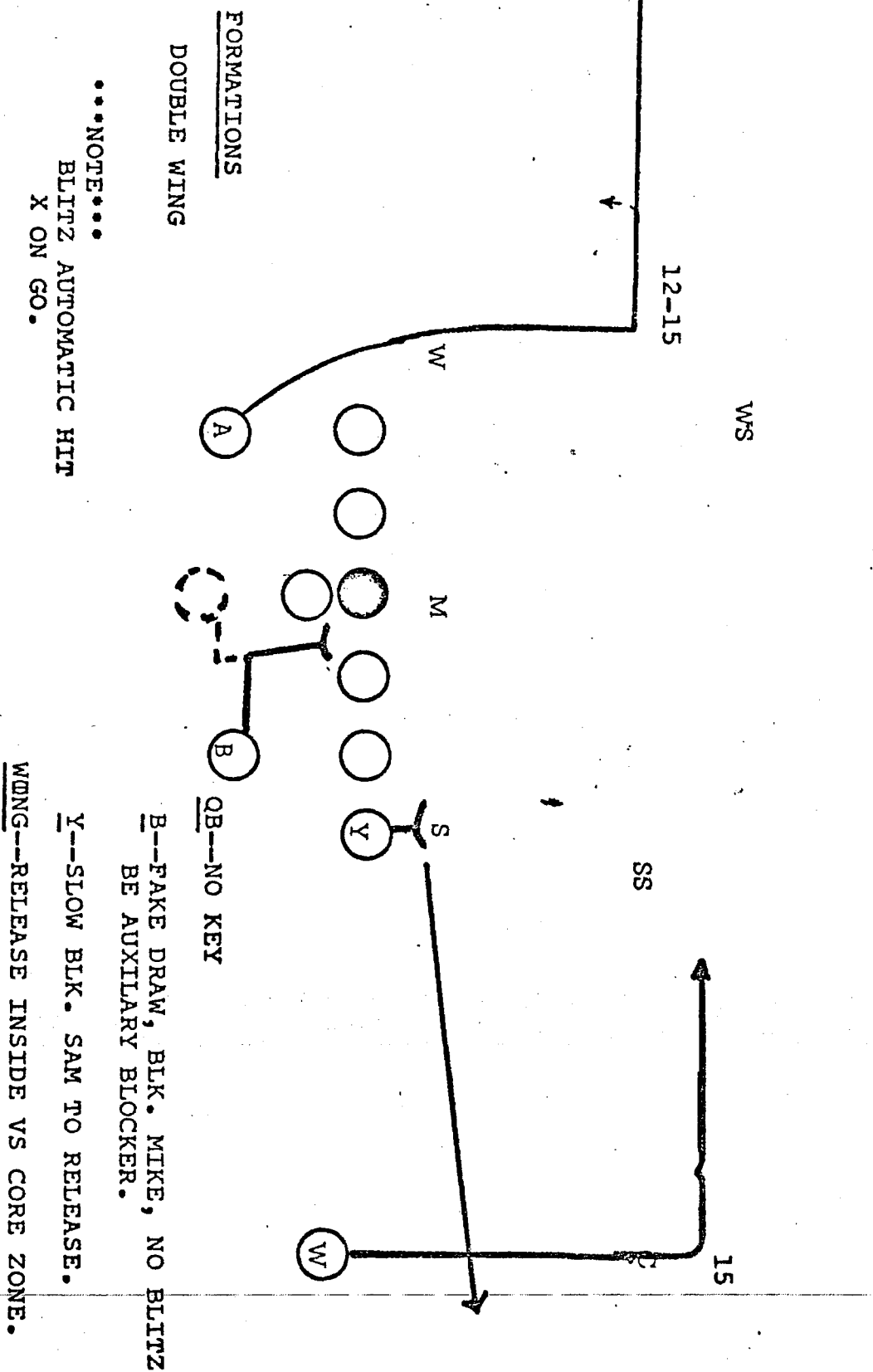
WING.

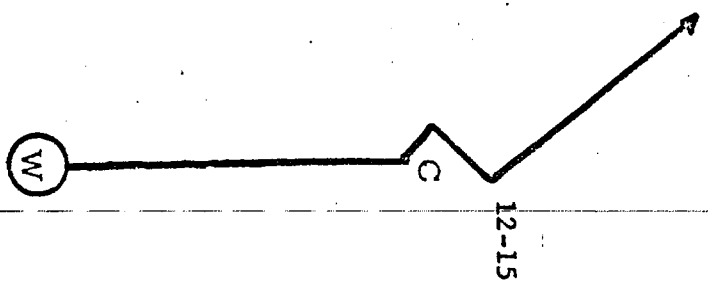
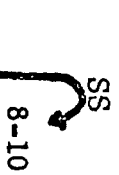
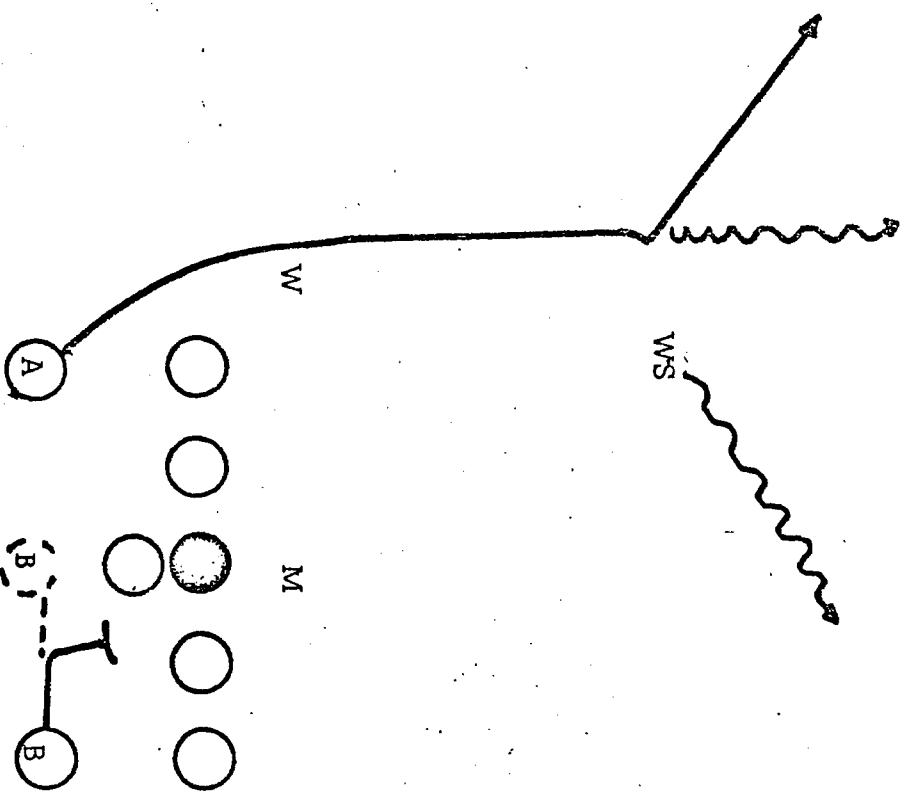
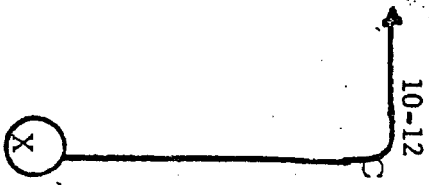
NO BLITZ BE AUXILIARY BLOCKER.

Y--SLOW BLK. SAM TO RELEASE.

MOSTLY A BLITZ AUTOMATIC

*****NOTE*****





FORMATIONS

SPLIT

FLANKER

PEEL

TIGHT DOUBLE WING (SPLIT & FLANKER)

NOTE

BLITZ AUTOMATIC WHEN X IS TIGHT
OR LOOSE. ONLY GOOD OTHERWISE
IN DOUBLE WING.

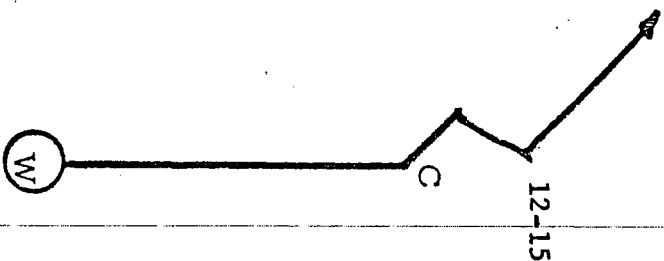
QB--KEY WILL. WILL STAYS WITH A HIT.

X--WILL UNDER X HIT "A" TO CORNER.

Y--SLOW BLOCK SAM TO RELEASE

B--FAKE DRAW. BLOCK MIKE ON BLITZ. NO
BLITZ, AUXILIARY BLOCKER.

A--RUN CORNER. WEAK SAFETY GOES DEEP MIDDLE
OR FLAT TO "Y" RUN DEEP.



OR LOOSE.

AUXILIARY BLOCKER.

A--FAN AT 10 YDS. TO HOLD CORNER OR WILL.

RUN CORNER.

Y--SLOW BLOCK SAM TO RELEASE.

HALF RIGHT

BALL WILL BE SNAPPED ON 1ST SOUND AFTER SET.

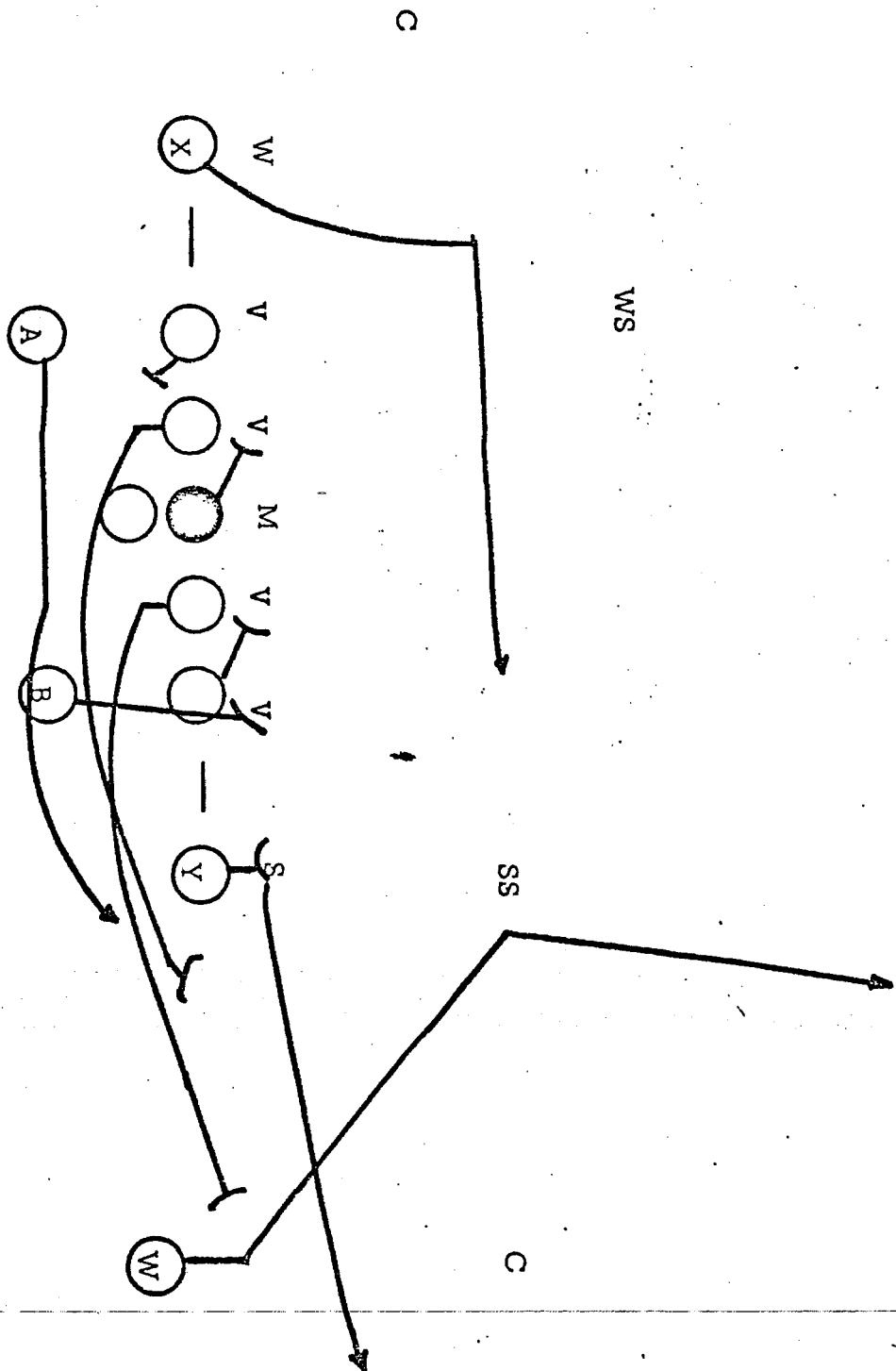
FORMATION - WILL ALWAYS BE SET TO FIELD.

X-WING WILL REMAIN ON SAME SIDE DURING 2 MIN.

PASS. "Y" WILL ALWAYS GO TO FIELD OR ON QB'S

DIRECTION:

QB--KEY MIKE. MIKE WEAK HIT "Y" OR "B". MIKE
STR. HIT "X". QB AS YOU LINE UP YOU TURN
AND CALL "B" ROUTE.
A&B--CHECK OUTSIDE LINEBACKERS TO ROUTE.
Y--5 YARDS SPLIT. RUN ROUTE ACCORDING TO "B"
CALL.



FORMATION:

SPLIT RIGHT

LINE--ODD BLOCK

Y--SLOW BLOCK SAM TWO COUNTS AND RELEASE

ON QUICK DRAG.

WING--FAKE BLOCK ON STR. SAF. TO GO ROUTE.

B--BLOCK FIRST MAN OUTSIDE O.T.

A--#1 REC. IS WING, #2 IS Y. NO ONE OPEN
GO TO LINE AND RUN THE BALL.

DRAW 1 X & WING COMEBACK —————



FORMATIONS

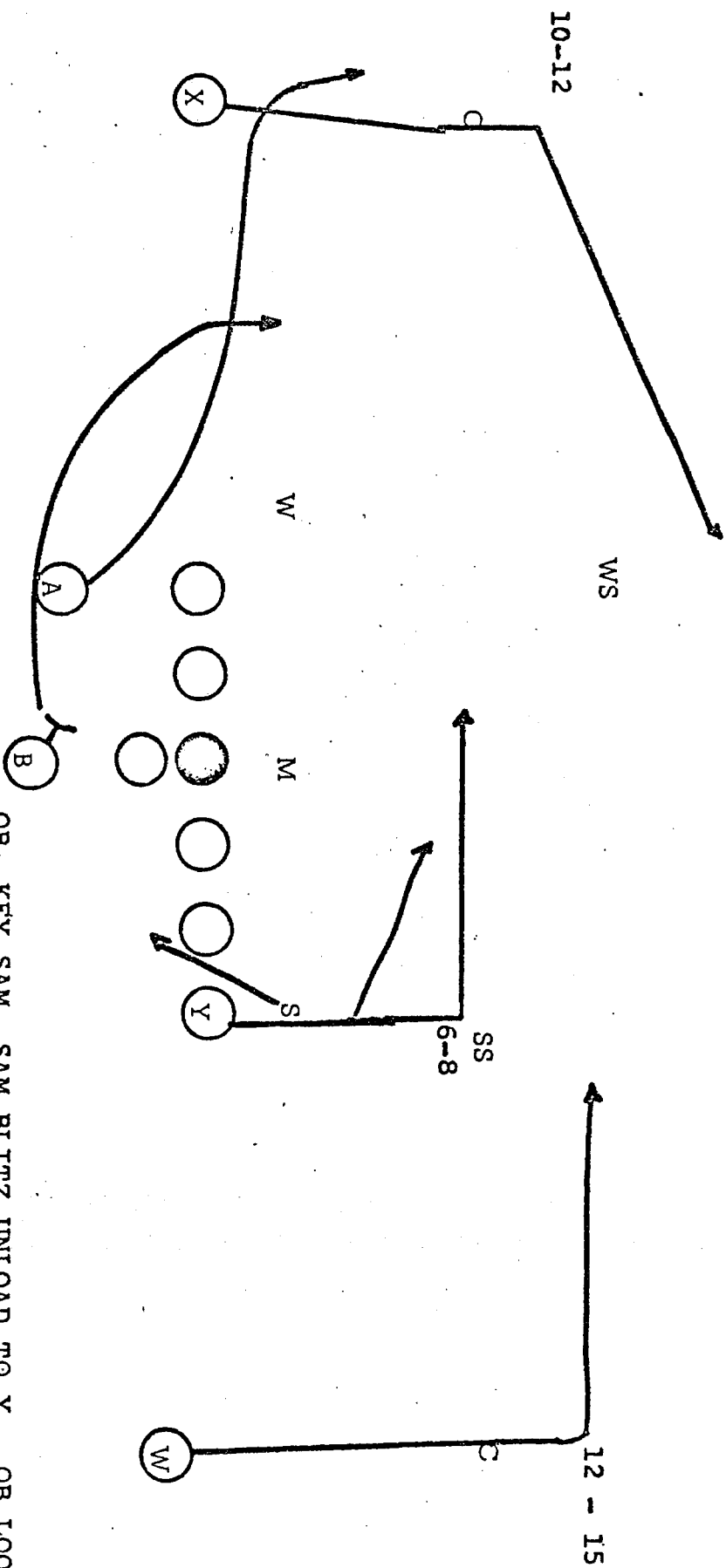
SPLIT

FLANKER

A--CK. WILL RUN 1 PASS WK.

B--COUNTER STEP WK., CK. SAM TO AUXILIARY BLK.

Y--TURN IN-OUT. OUT VS CORA ZONE, IN VS MAN.

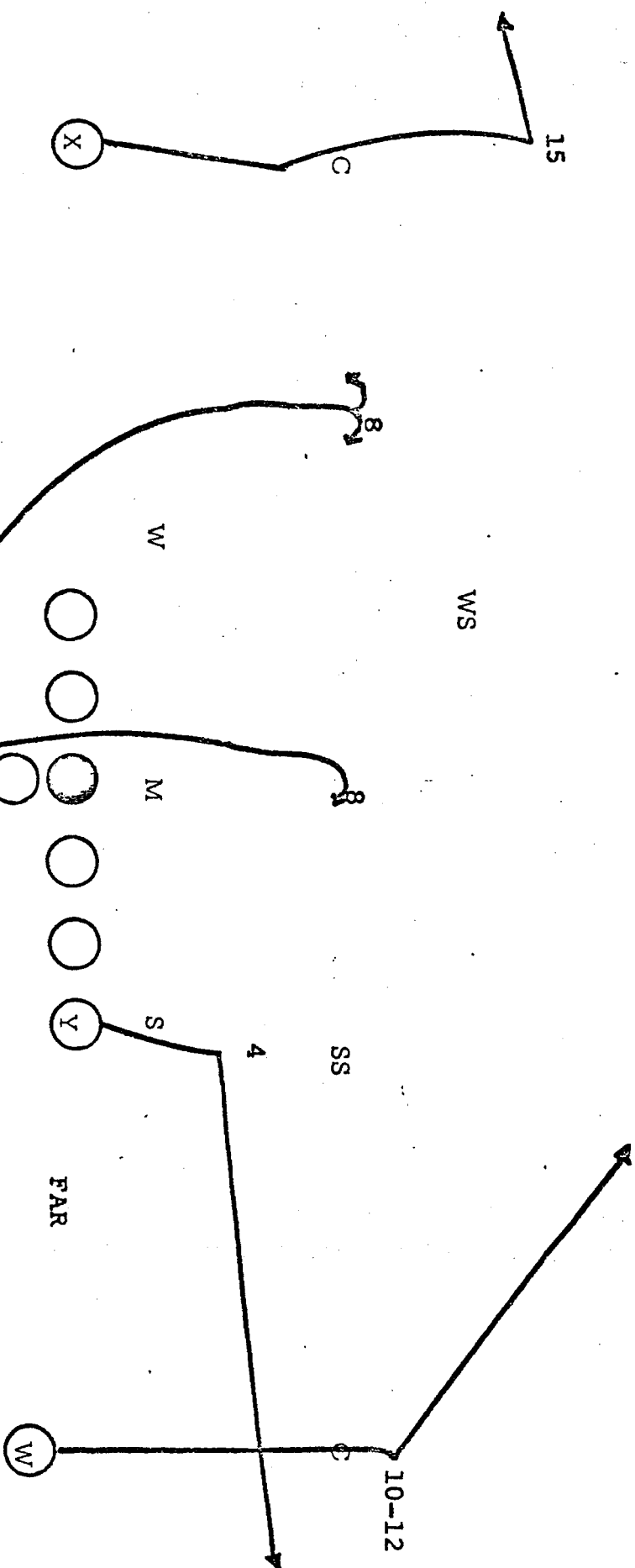
66 Y & WING SQUARE IN

QB--KEY SAM, SAM BLITZ UNLOAD TO Y. QB LOOK TO Y
TO WING.

Y--SAM BLITZ. LOOK FOR UNLOAD, IF SAM'S DROP KEEPS
-- YOU FROM RELEASING INSIDE YOU WILL HAVE TO
FIGHT YOUR INSIDE.

WING--VS CORA ZONE RELEASE OUTSIDE DHB TO CENTER.

B--WILL TO MIDDLE ROUTE.



FORMATIONS

FLANKER

QB--KEY SAM, SAM BLITZ UNLOAD TO Y. NO BLITZ
KEY STRONG SAFETY, STR. SAF. HANGS HIT Y
STR. SAF. COVERS Y TIGHT HIT WING ON BREAK
VS CORA. ZONE THROW WEAK.

B--WILL TO LEAK THROUGH.

Y--VS CORA ZONE COME BACK TO LINE OF SCRIM.

WING--VS CORA. ZONE RUN DEEP TURN IN.

FLANKER

NOTE

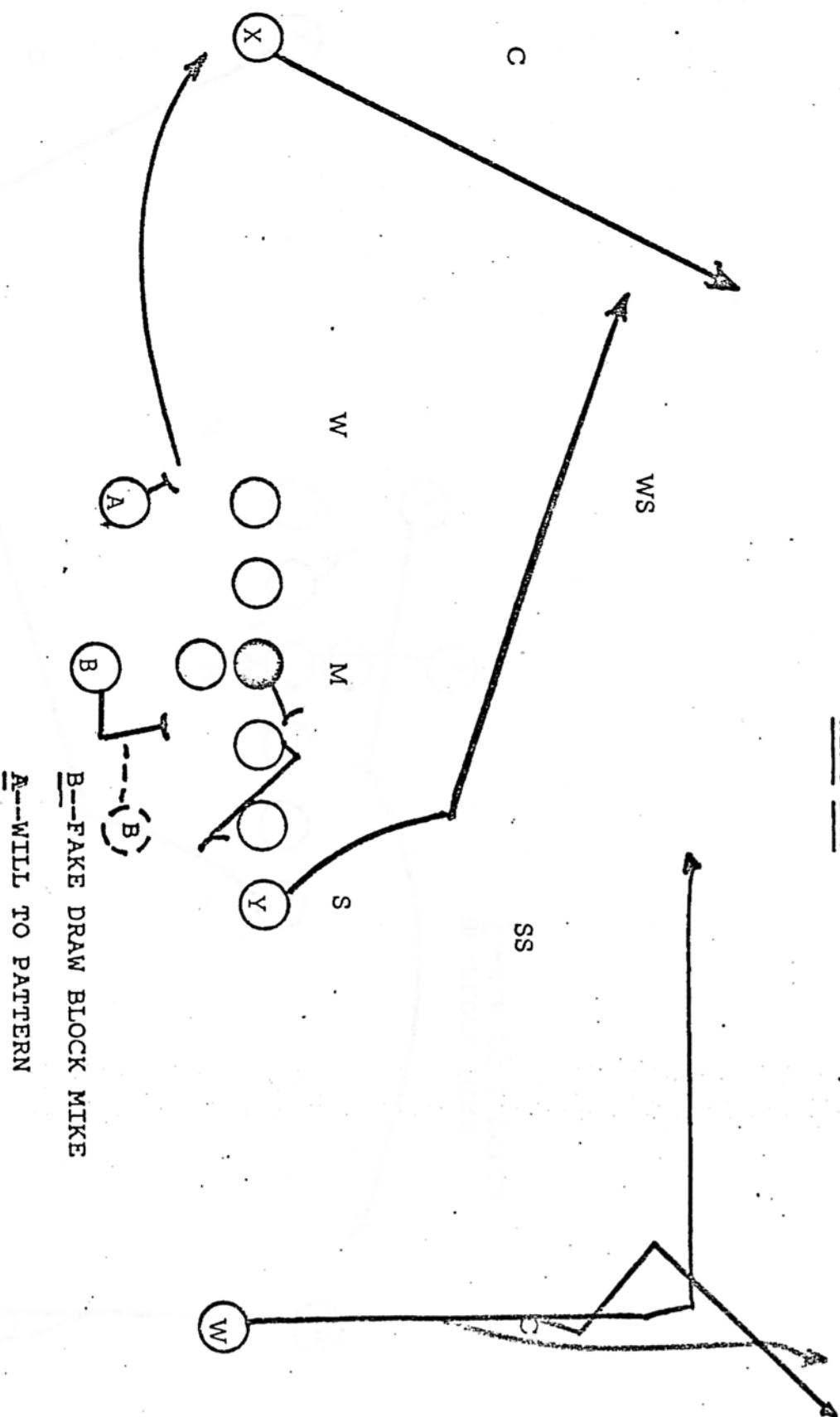
WING ALWAYS IN FAR POSITION.
QB ALWAYS PUT FORMATION TO
THE FIELD.

B--WILL TO LEAK THROUGH.

QB--KEY SAM TO STR. SAF. SAM BLITZ UNLOAD TO Y
STR. SAF. STAYS WITH Y HIT WING. STR. SAF.
HANGS THROW WEAK.

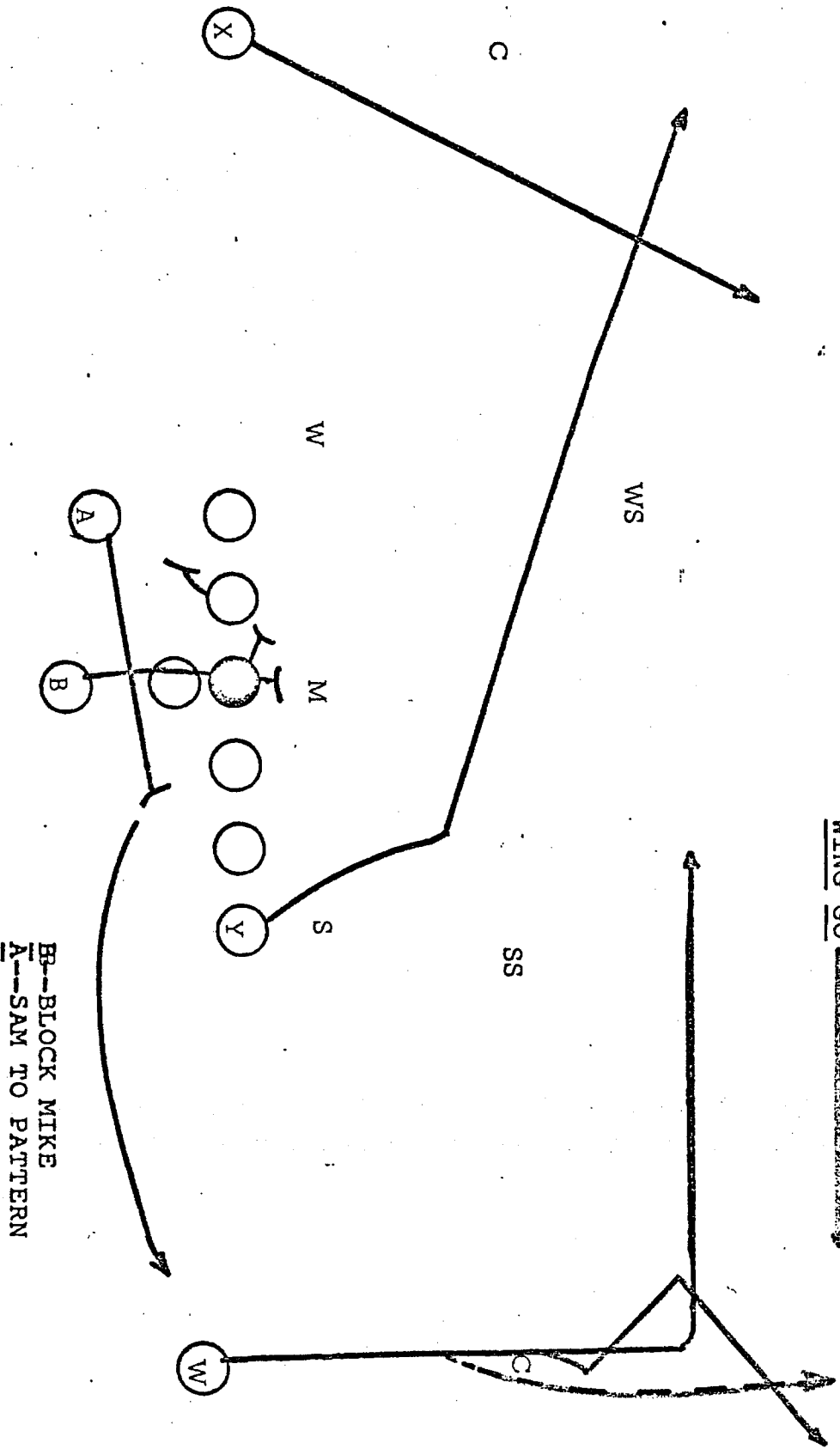
Y--LOOK FOR UNLOAD AT ALL TIME, NO UNLOAD
DEEPEN ROUTE SO YOU WON'T INTERFERE WITH
WK. SIDE ROUTE.

PLAY PASS DRAW 1 CROSS WING CENTER
WING ZIG OUT WING
FLY



PLAY PASS 54 CROSS WING CENTER

WING ZIG OUT —————
WING GO —————

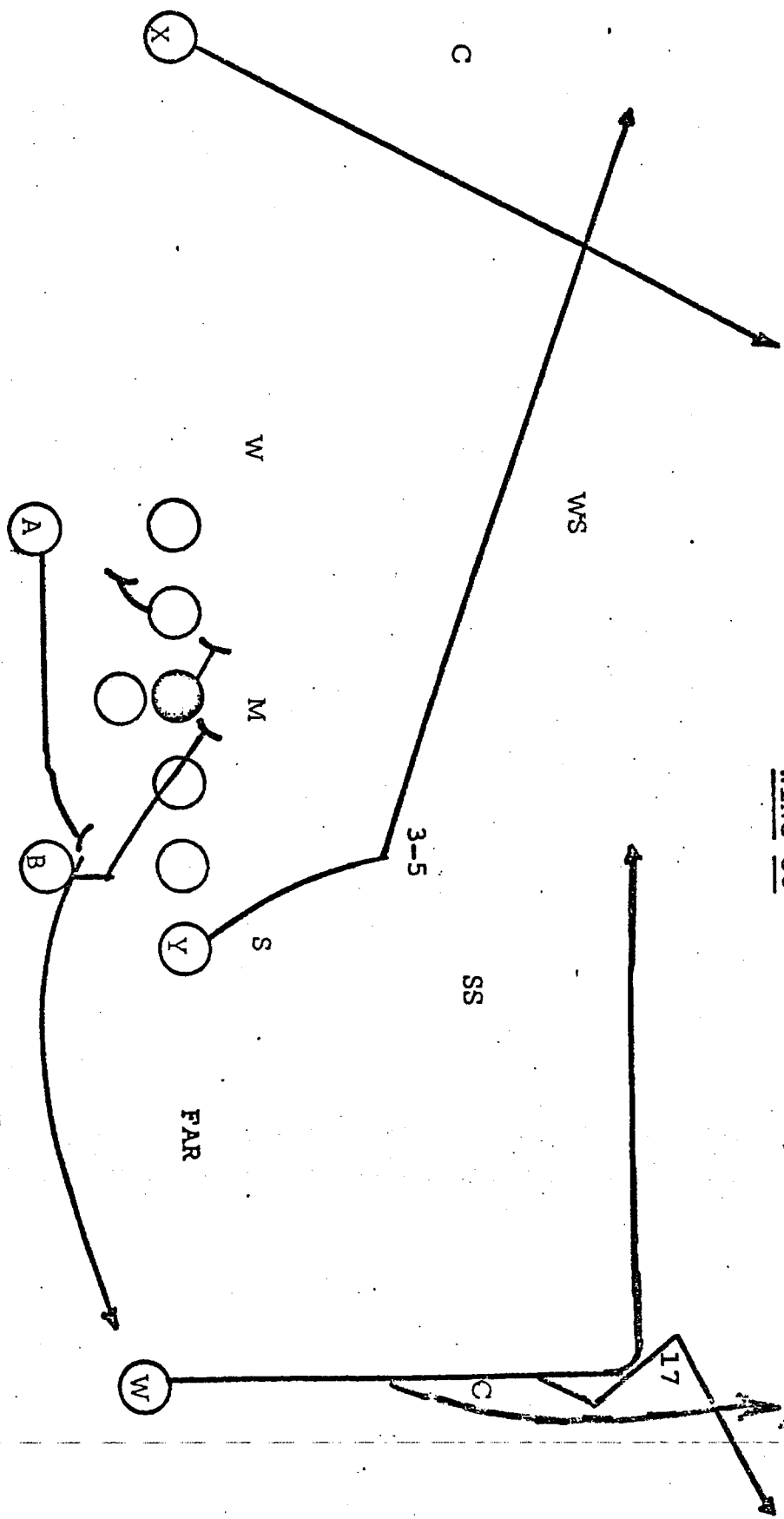
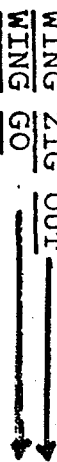


PLAY PASS 42 CROSS

WING CENTER

WING ZIG OUT

WING GO



W

M

S

FAR

3-5

SS

WFS

17

C

C

X

W

A

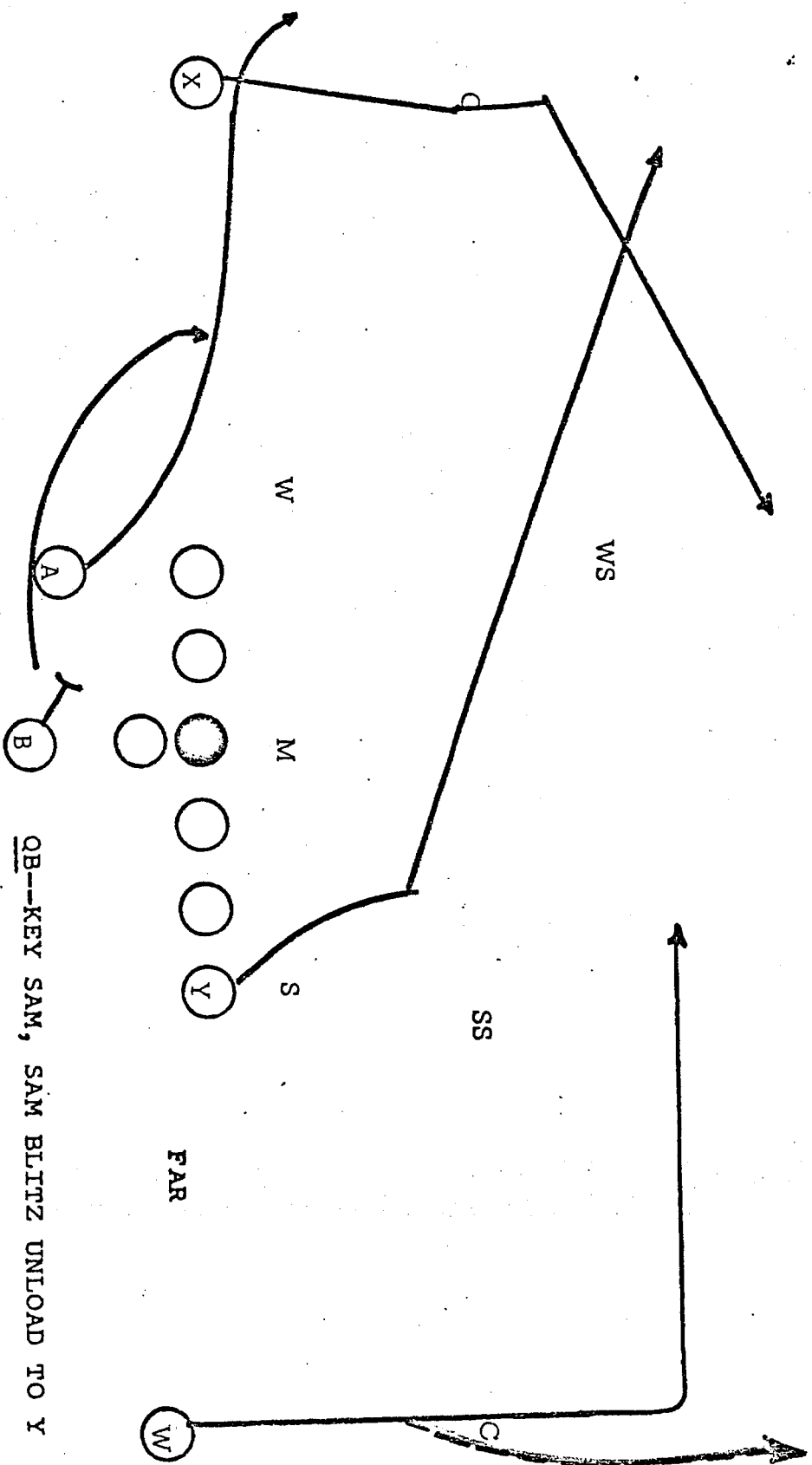
B

Y

B--BLOCK MIKE

A--BLOCK SAM TO PATTERN

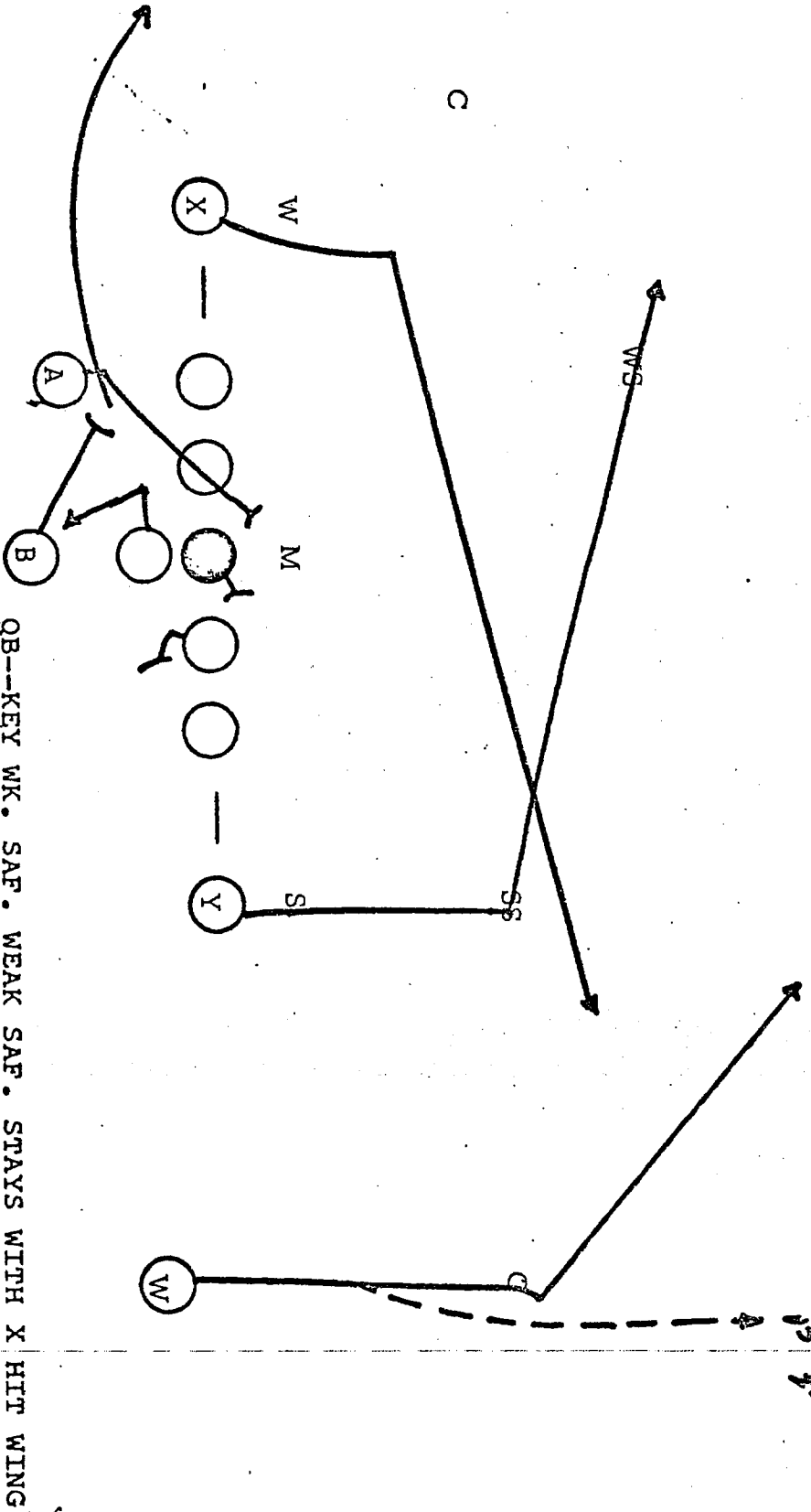
66 CROSS WING CENTER
WING GO



QB--KEY SAM, SAM BLITZ UNLOAD TO Y
WING--GO INSIDE STR. CORN. VS CORA ZONE

B--CHECK WILL TO MIDDLE ROUTE.

PLAY PASS 43 DOUBLE CROSS WING POST



QB--KEY WK. SAF. WEAK SAF. STAYS WITH X HIT WING
X DEEP MIDDLE HIT X.

A--RESPONSIBLE FOR MIKE.

B--WILL TO PATTERN.

70 BCK.

70 BCK.

—



SPLIT RIGHT

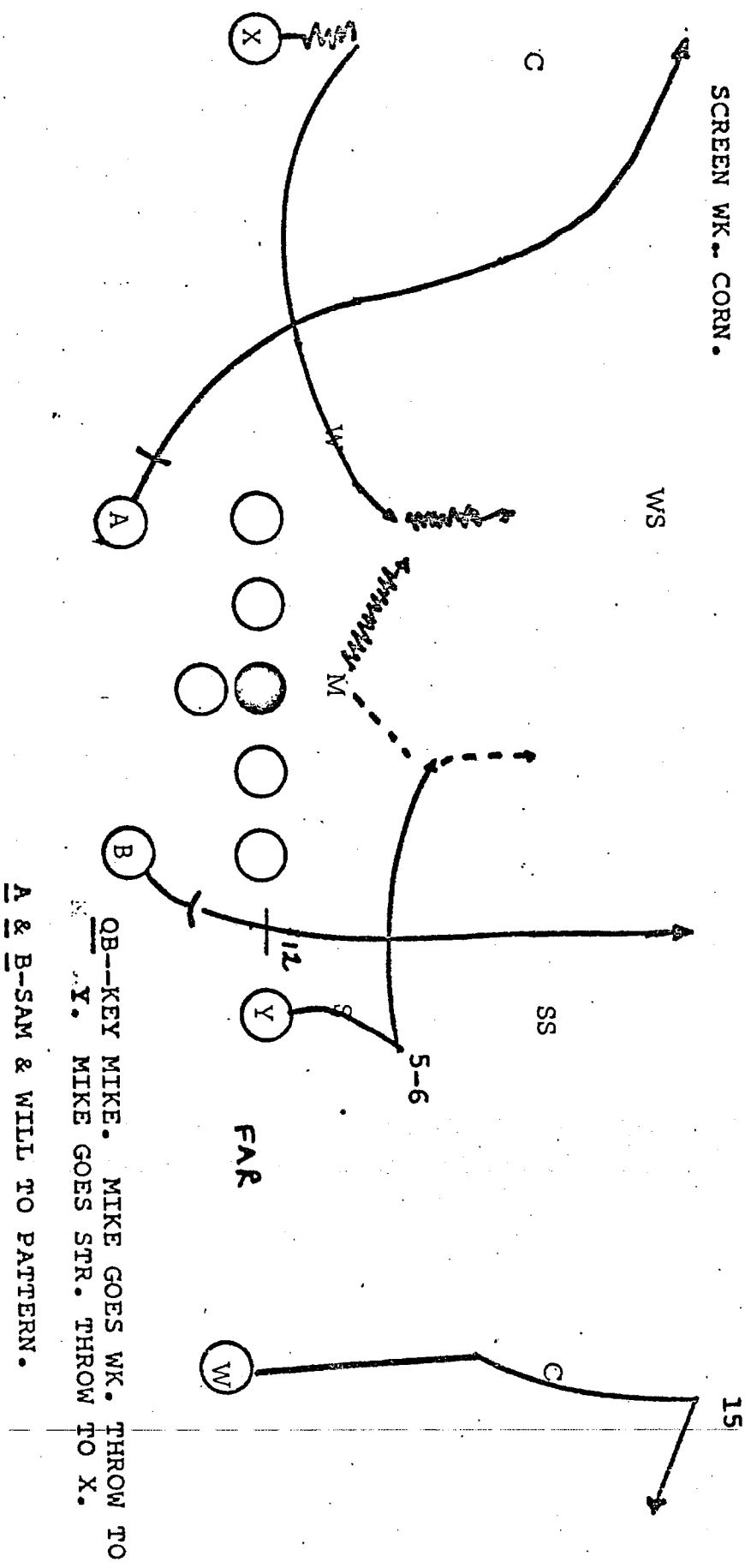
FLANKER RIGHT

QB--KEY WEAK SAFETY, WK. SAF. COVERS X HIT Y, WK.
SAFETY COVERS Y HIT X.

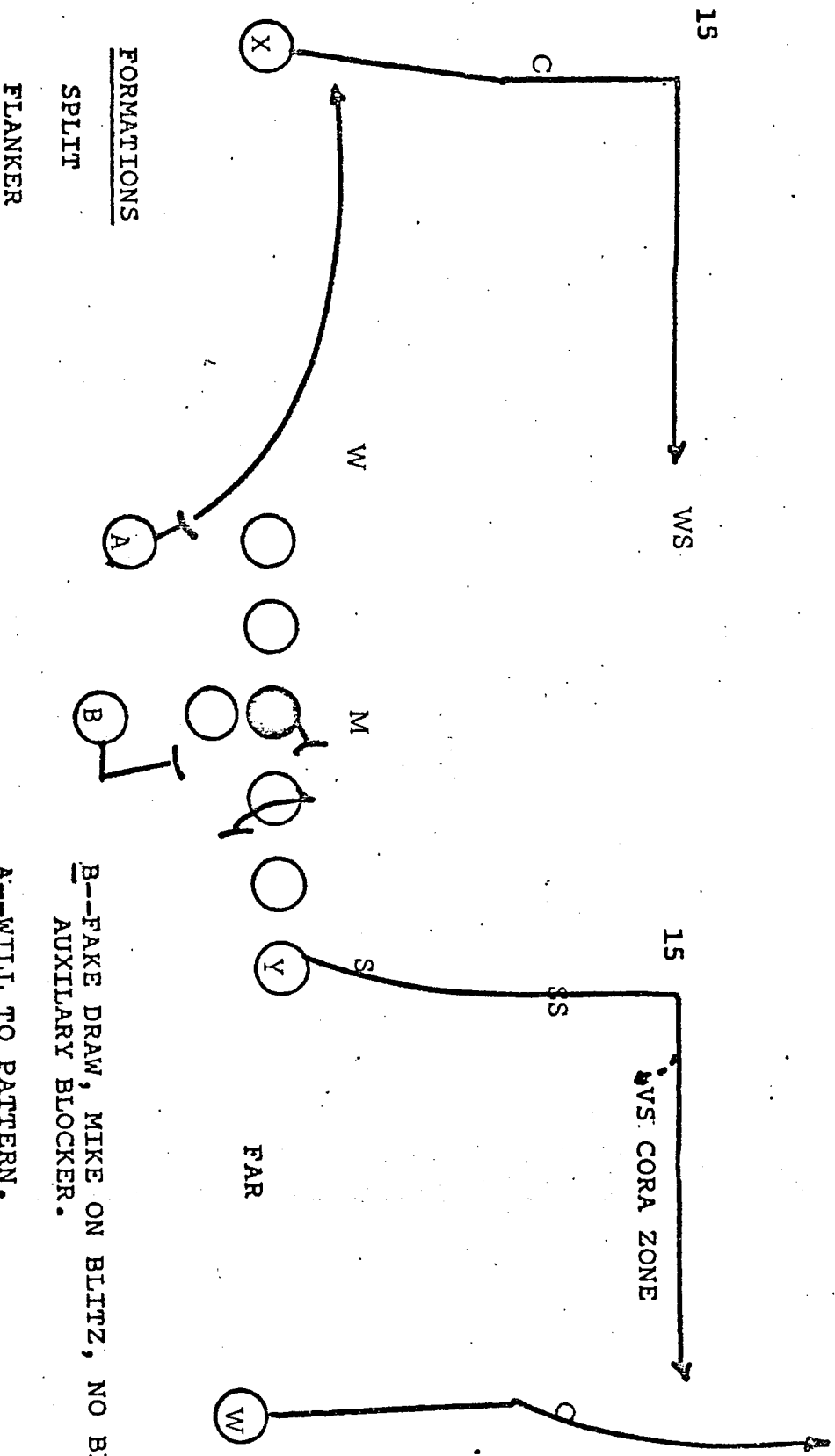
B--LINE BACKER RESPONSIBILITY ACCORDING TO CALL.

A--WILL TO PATTERN.

WING--RELEASE OUTSIDE OF DHB VS CORA ZONE

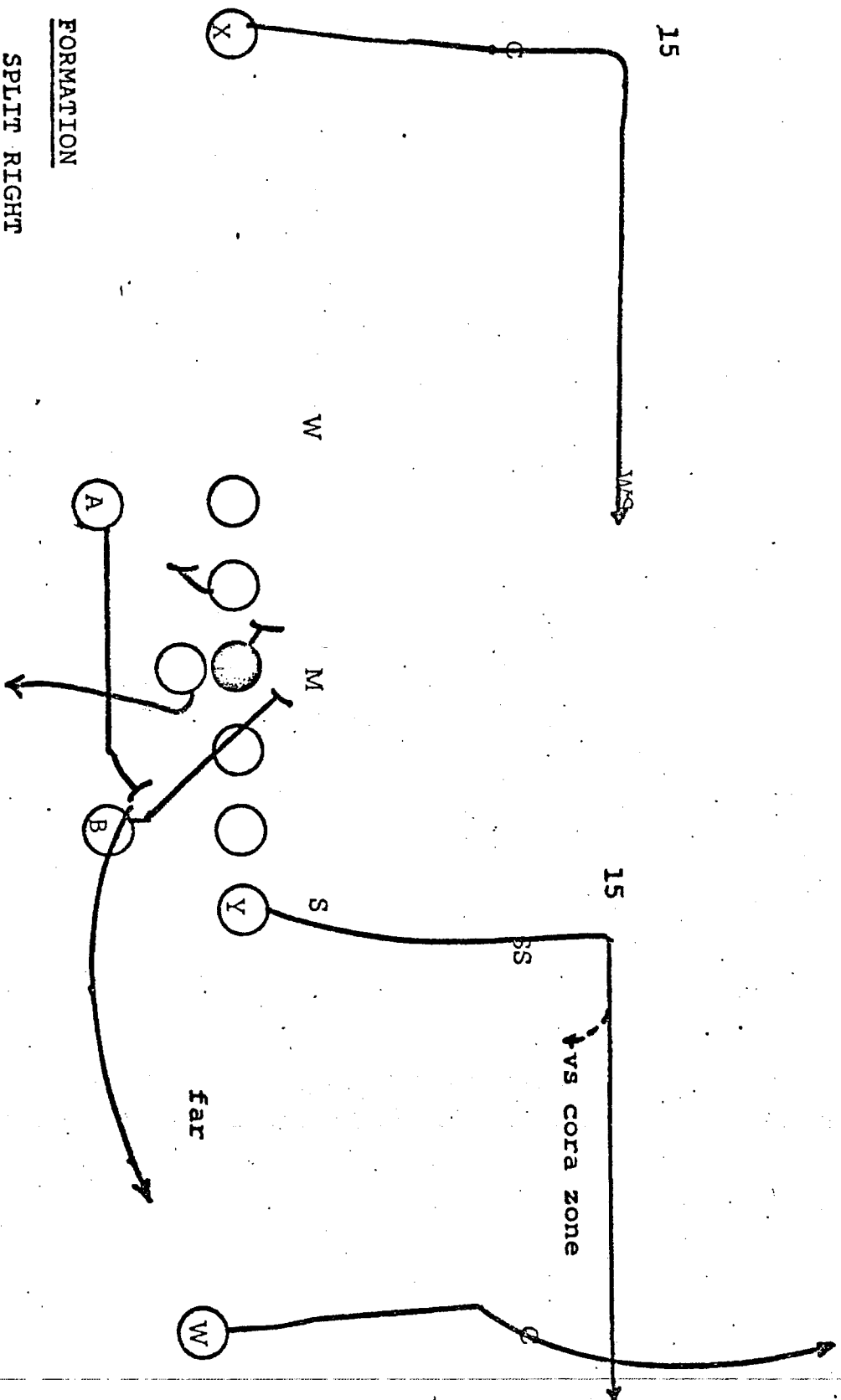


DRAW 1 Y DRAG



FORMATIONS
SPLIT
FLANKER

B--FAKE DRAW, MIKE ON BLITZ, NO BLITZ
AUXILIARY BLOCKER.
A--WILL TO PATTERN.

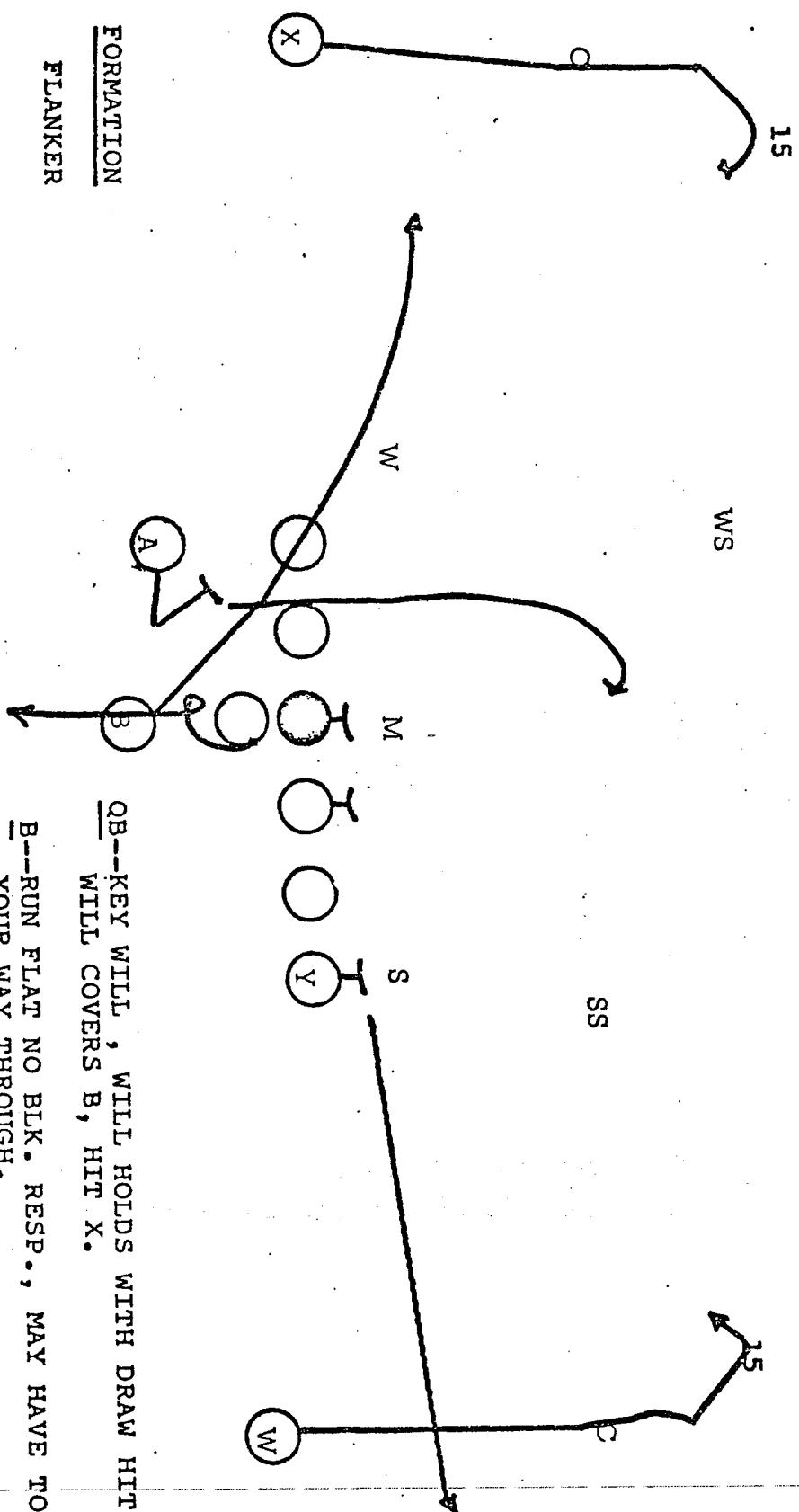


FORMATION

SPLIT RIGHT

Stronach 27.

PLAY PASS 43 LAG DRAW



FORMATION
FLANKER

QB--KEY WILL, WILL HOLDS WITH DRAW HIT B,
WILL COVERS B, HIT X.

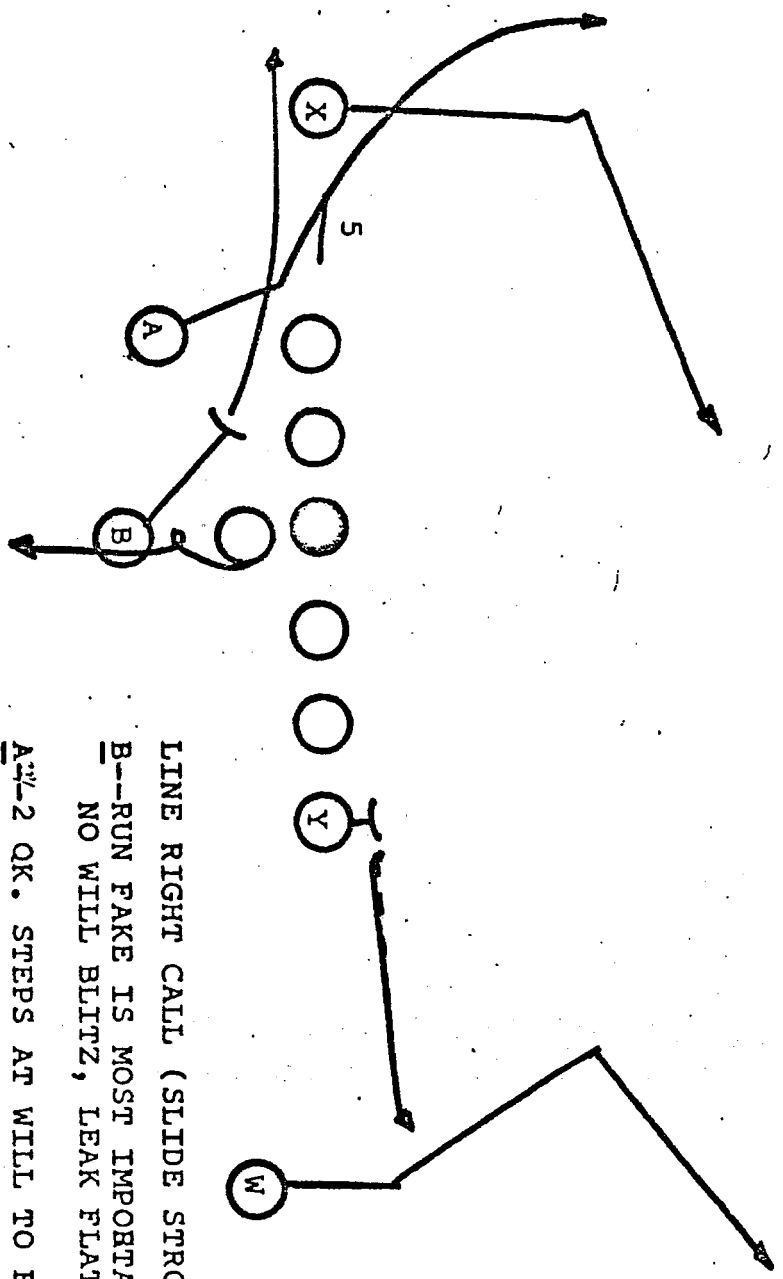
B--RUN FLAT NO BLK. RESP., MAY HAVE TO SIFT
YOUR WAY THROUGH.

A--WILL RESP. TO LEAK THROUGH.

Y--SAM TO RELEASE.

SHORT YARDAGE &
GOAL LINE PASSING

RED PLAY PASS 35



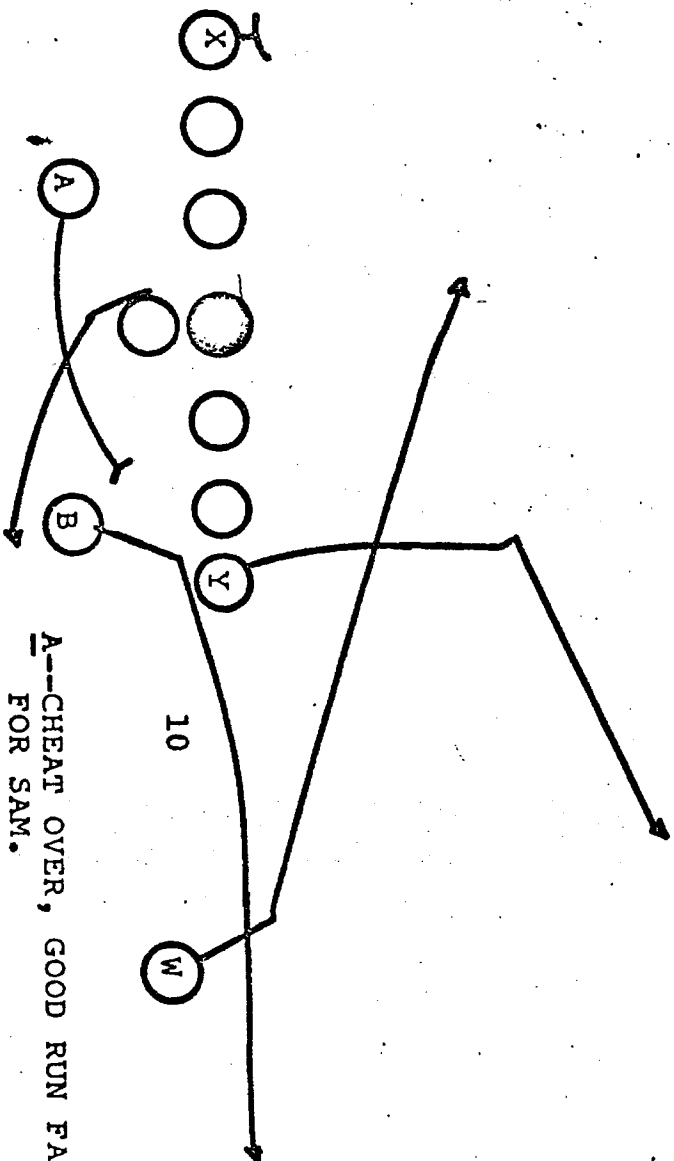
FORMATION
FLANKER

NOTE
USUALLY WHEN X IS OPEN, A WILL
ALSO BE OPEN OR VICE-VERSA

LINE RIGHT CALL (SLIDE STRONG)
B--RUN FAKE IS MOST IMPORTANT, WILL RESP.
NO WILL BLITZ, LEAK FLAT
A--2 OK. STEPS AT WILL TO FLAT & UP.
Y--RELEASE NOW ON SLIDE CALL, NO SLIDE
CK. SAM TO RELEASE.

SHORT YARDAGE
PASSING

RED PLAY PASS 46 Y CORNER



FORMATION

SPLIT RT.

NOTE

QB--FORMATION SHOULD BE SET
MIDDLE OR TO THE FIELD.
DO NOT FLANK SHORT.

A--CHEAT OVER, GOOD RUN FAKE RESP.
FOR SAM.

B--TWO HARD STEPS AT SAM TO FLAT.
LOOK FOR BALL.

Y--6 FT. FROM OFF. TAC., INSIDE RE-
LEASE, RUN CORNER WHEN STR. SAF.
LEAVES YOUR VISION.

WING--HARD DRIVE TO INSIDE, TO TAKE
STR. CORN. AND TO CLEAR FOR B
BACK.

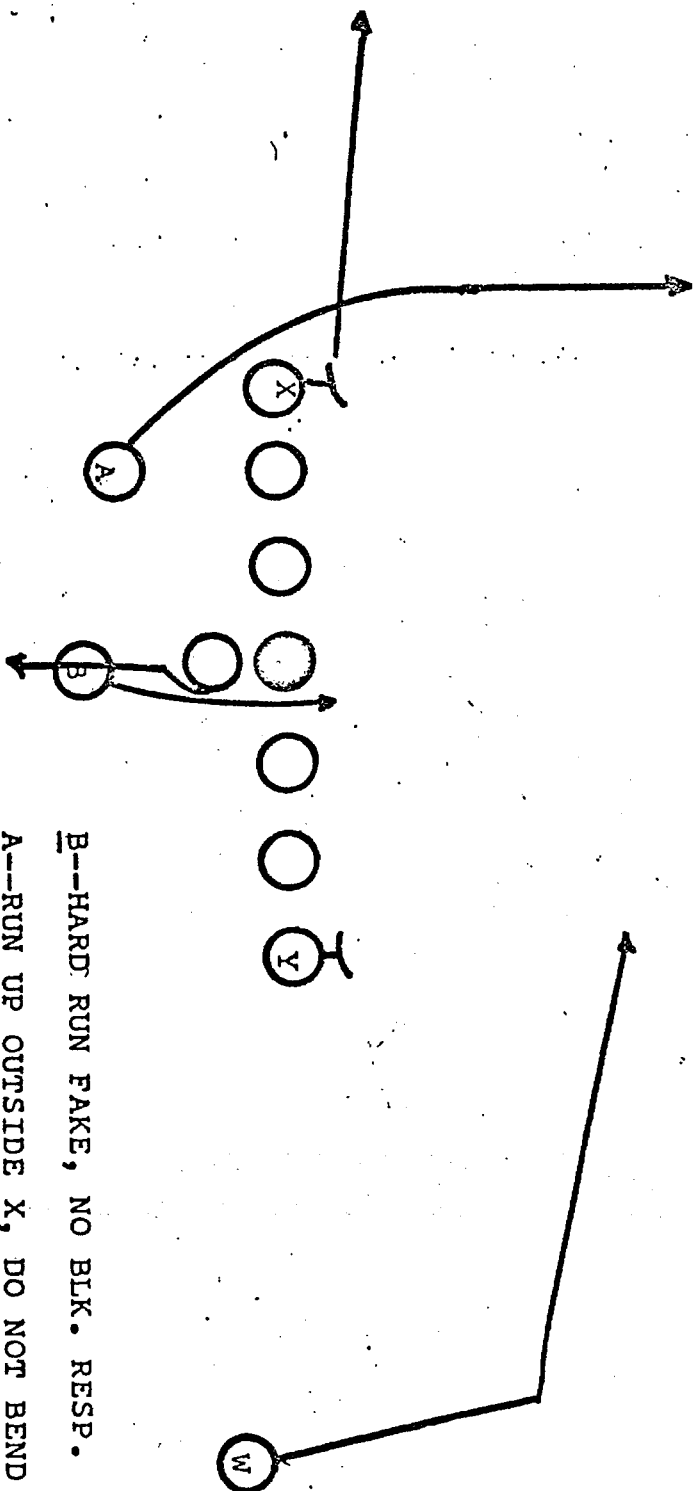
X--SLOW BLK. WILL TO RELEASE TO FLAT.

QB--ROLL BEHIND FLOW, Y IS #1 REC. TO
B.

GOAL LINE PASSING

1 or 2 YD. LINE

RED PLAY 51 X DELAY OUTSIDE



B--HARD RUN FAKE, NO BLK. RESP.

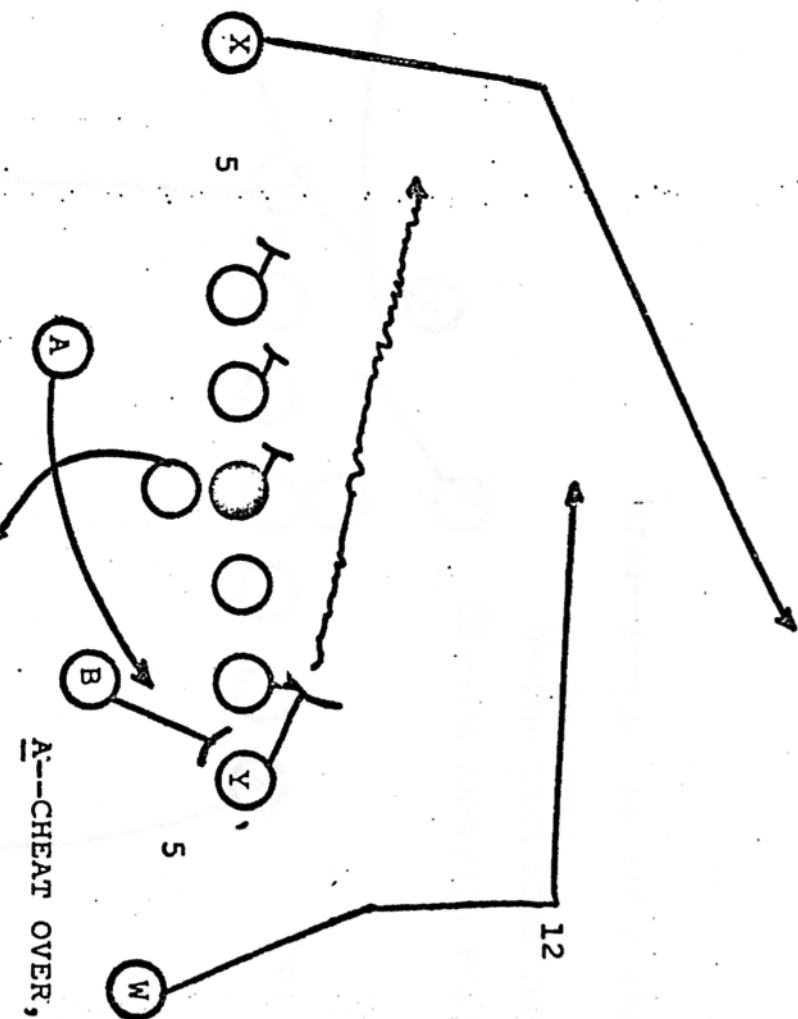
A--RUN UP OUTSIDE X, DO NOT BEND OUTSIDE.

X--DRIVE BLK. WILL, AS SOON AS A HAS CLEARED
RELEASE TO OUTSIDE.

SHORT YARDAGE &
GOAL LINE PASSING

5 YD. LINE &
OUTSIDE OF 5 YD. LINE

RED PLAY PASS 46 PINCH Y SNEAK



FORMATIONS

SPLIT

STRONG

A--CHEAT OVER, RUN FAKE MOST IMPORTANT

B--SAM

Y--TIGHT TO O. TAC., GOOD PINCH BLK.
2 COUNTS TO DELAY ACROSS.

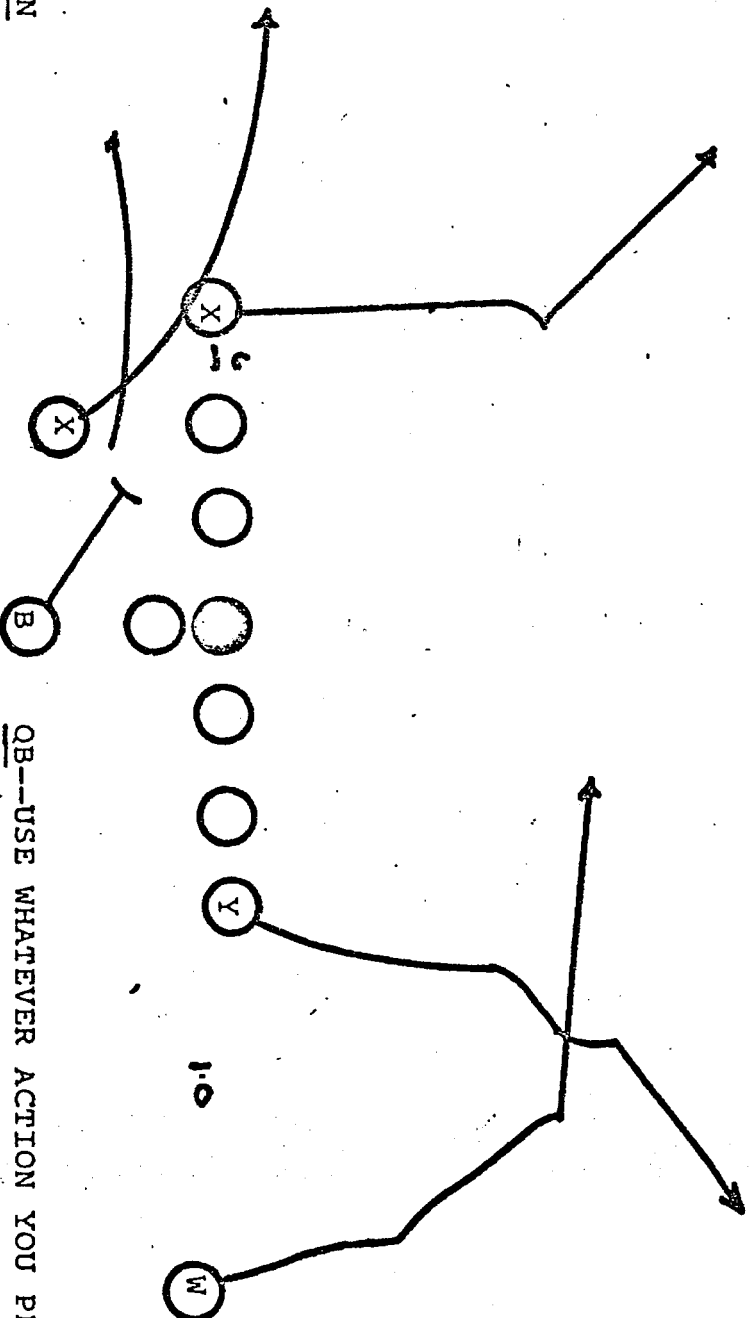
X--RUN QK. POST LOOK FOR BALL, MUST
CLEAR QUICKLY CLOSER TO GOAL LINE.

GOAL LINE & SHORT
YARDAGE PASSING.

RED PLAY PASS 35 Y PICK

RED 69 Y PICK

5 YD LINE & OUTSIDE



FORMATION

FLANKER

QB--USE WHATEVER ACTION YOU PREFER.

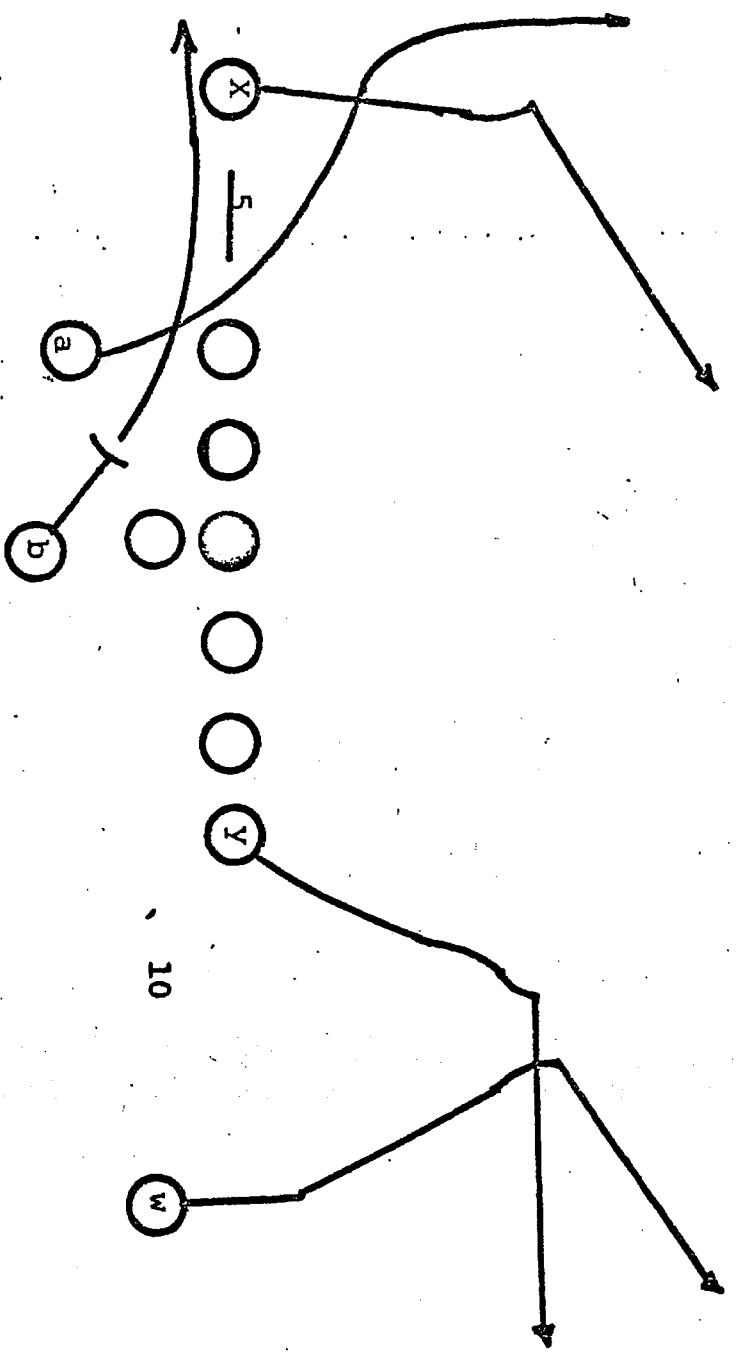
B--RUN FAKE MOST IMPORTANT, RESP. FOR WILL
TO FLAT.

WING--Y--RUN OFF SHAKE HANDS ACTION.

GOAL LINE & SHORT
YARDAGE PASSING

5 YD. LINE & OUTSIDE

RED PLAY PASS 35 WING PICK
RED 66 WING PICK

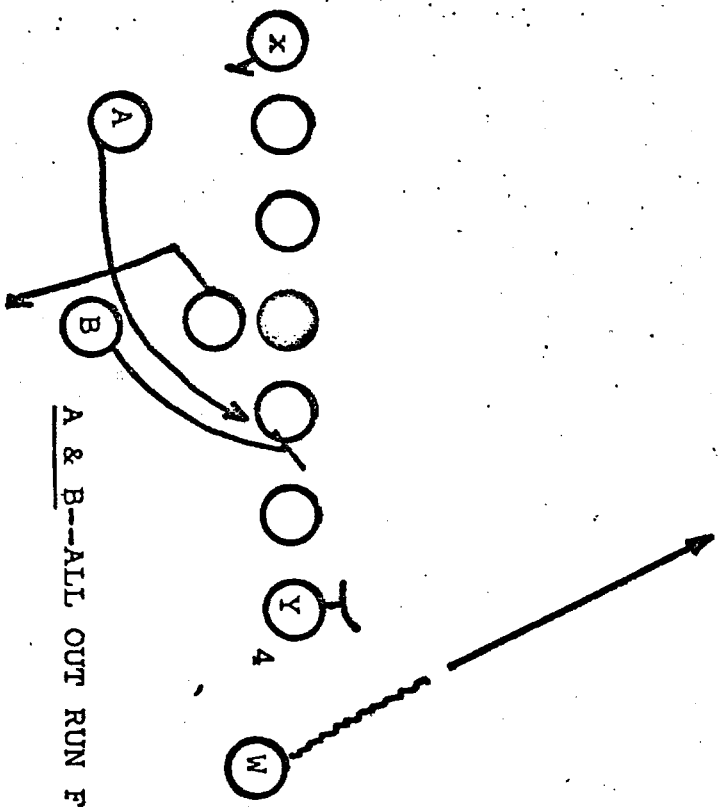


FORMATION

SHORT YARDAGE
WITH DISTANCE

20 YDS OR MORE
3 - 1 OR LESS YARDAGE

RED PLAY PASS 44 WING SPLIT



A & B--ALL OUT RUN FAKE

VERY GOOD WHEN WK. SAF. GETS INVOLVED TRYING
TO STOP THE RUN.

FORMATION

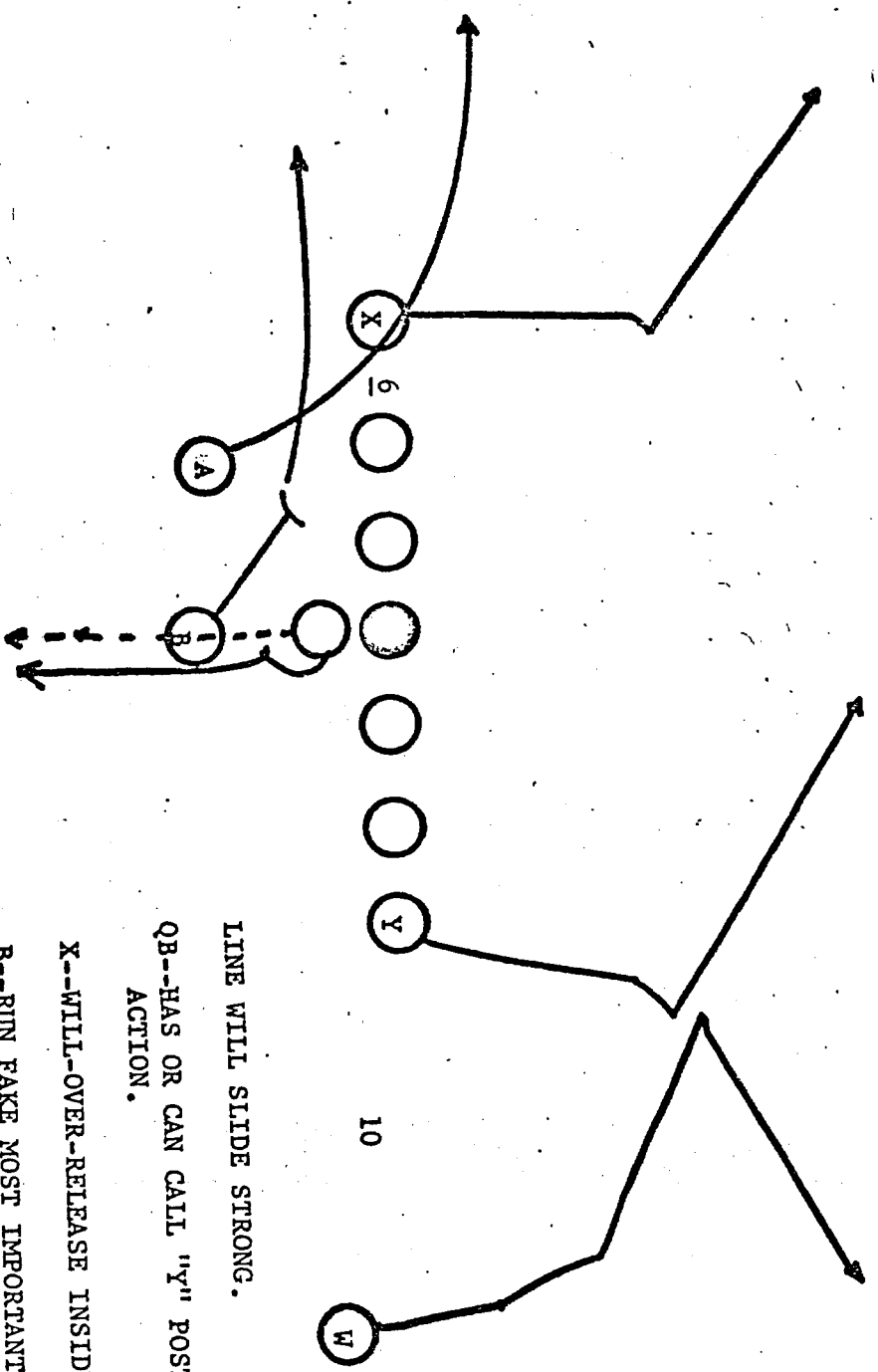
FLANKER

SPLIT

SHORT YARDAGE
PASSING

5 YD. AND OUTSIDE
of 5 YD. LINE

RED PLAY PASS 3D X POST
RED 69 X POST



FORMATION
FLANKER

LINE WILL SLIDE STRONG.
QB--HAS OR CAN CALL "Y" POST OFF EITHER
ACTION.
X--WILL-OVER-RELEASE INSIDE TO CORNER
B--RUN FAKE MOST IMPORTANT, WILL. RESP..
NO WILL RELEASE FLAT.
WING--Y--SHAKE HANDS AND MAKE YOUR BREAK.